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**Gao**

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(54) **CODEBOOK STRUCTURE FOR CHANGEABLE PULSE MULTIMODE SPEECH CODING**

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(21) Appl. No.: **09/663,242**

(22) Filed: **Sep. 15, 2000**

**Related U.S. Application Data**

(63) Continuation-in-part of application No. 09/156,814, filed on Sep. 18, 1998, now Pat. No. 6,173,257.

(60) Provisional application No. 60/097,569, filed on Aug. 24, 1998.

(51) **Int. Cl.**<sup>7</sup> ..... **G10L 19/10**; G10L 19/12; G10L 21/02

(52) **U.S. Cl.** ..... **704/220**; 704/219; 704/212; 704/227

(58) **Field of Search** ..... 704/220, 212, 704/226, 222, 229, 223, 219, 227; 375/130

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*Primary Examiner*—Doris H. To

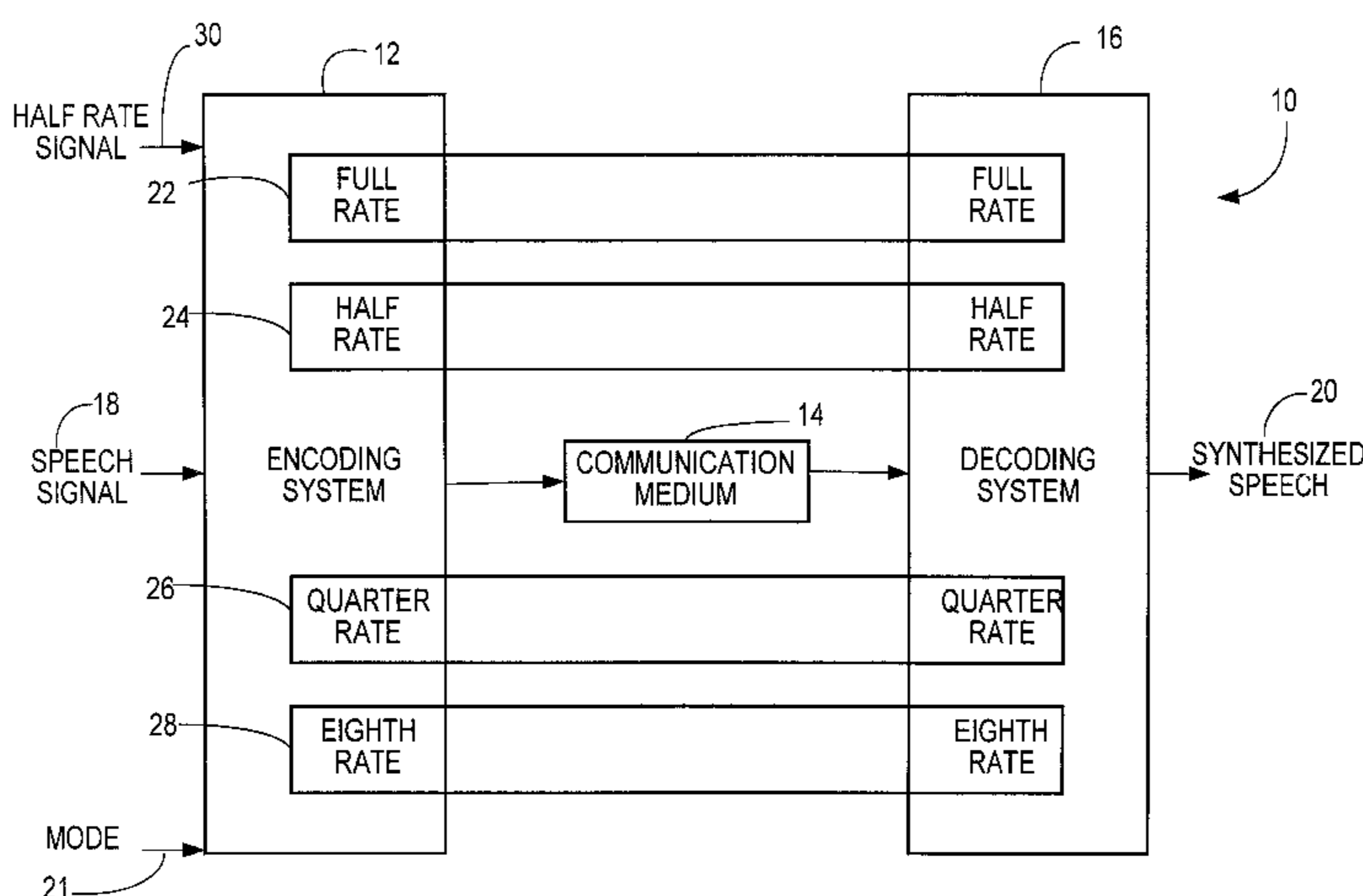
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(57) **ABSTRACT**

A speech compression system with a special fixed codebook structure and a new search routine is proposed for speech coding. The system is capable of encoding a speech signal into a bitstream for subsequent decoding to generate synthesized speech. The codebook structure uses a plurality of subcodebooks. Each subcodebook is designed to fit a specific group of speech signals. A criterion value is calculated for each subcodebook to minimize an error signal in a minimization loop as part of the coding system. An external signal sets a maximum bitstream rate for delivering encoded speech into a communications system. The speech compression system comprises a full-rate codec, a half-rate codec, a quarter-rate codec and an eighth-rate codec. Each codec is selectively activated to encode and decode the speech signals at different bit rates to enhance overall quality of the synthesized speech at a limited average bit rate.

**46 Claims, 14 Drawing Sheets**



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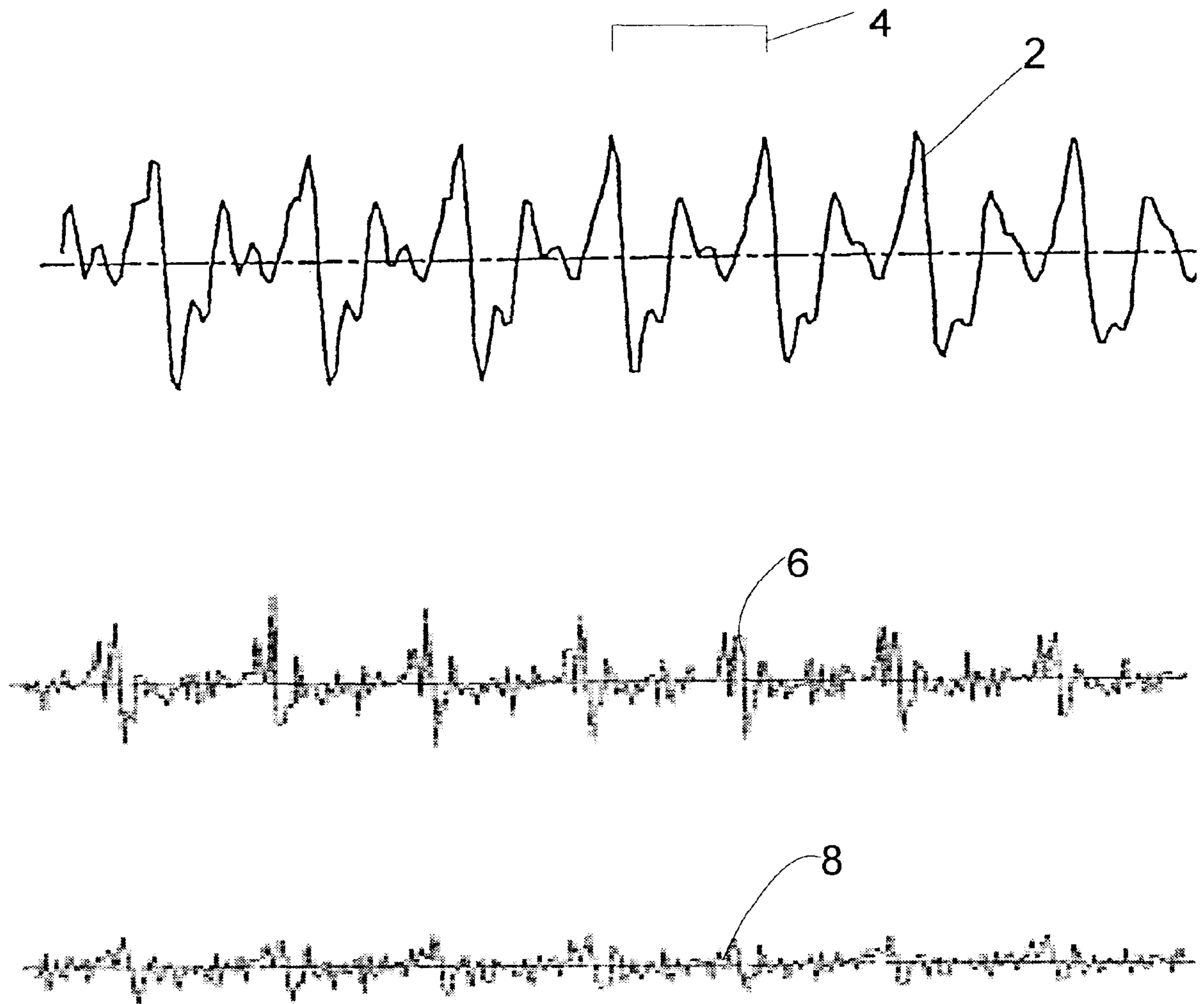


FIG. 1

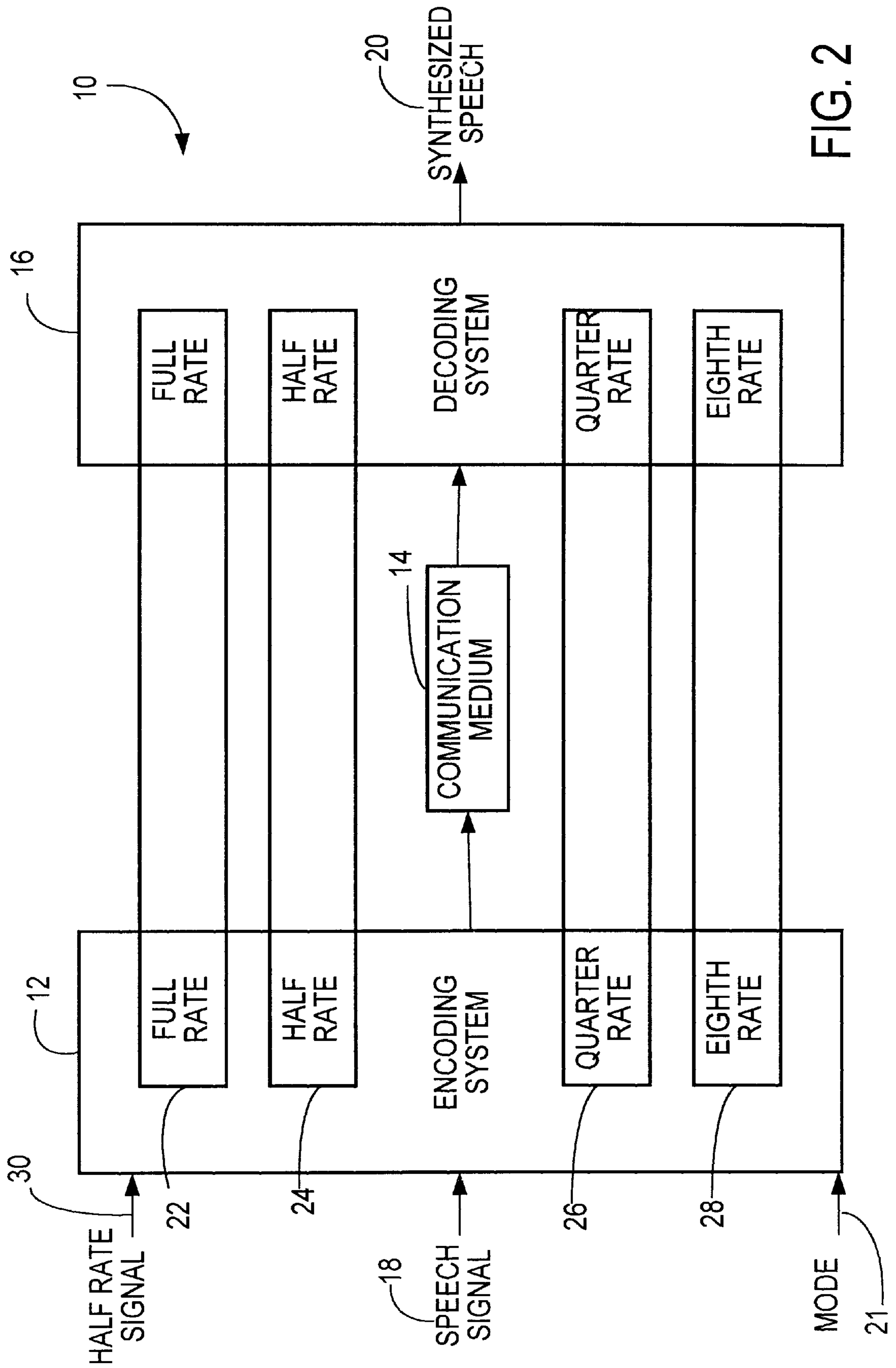


FIG. 2

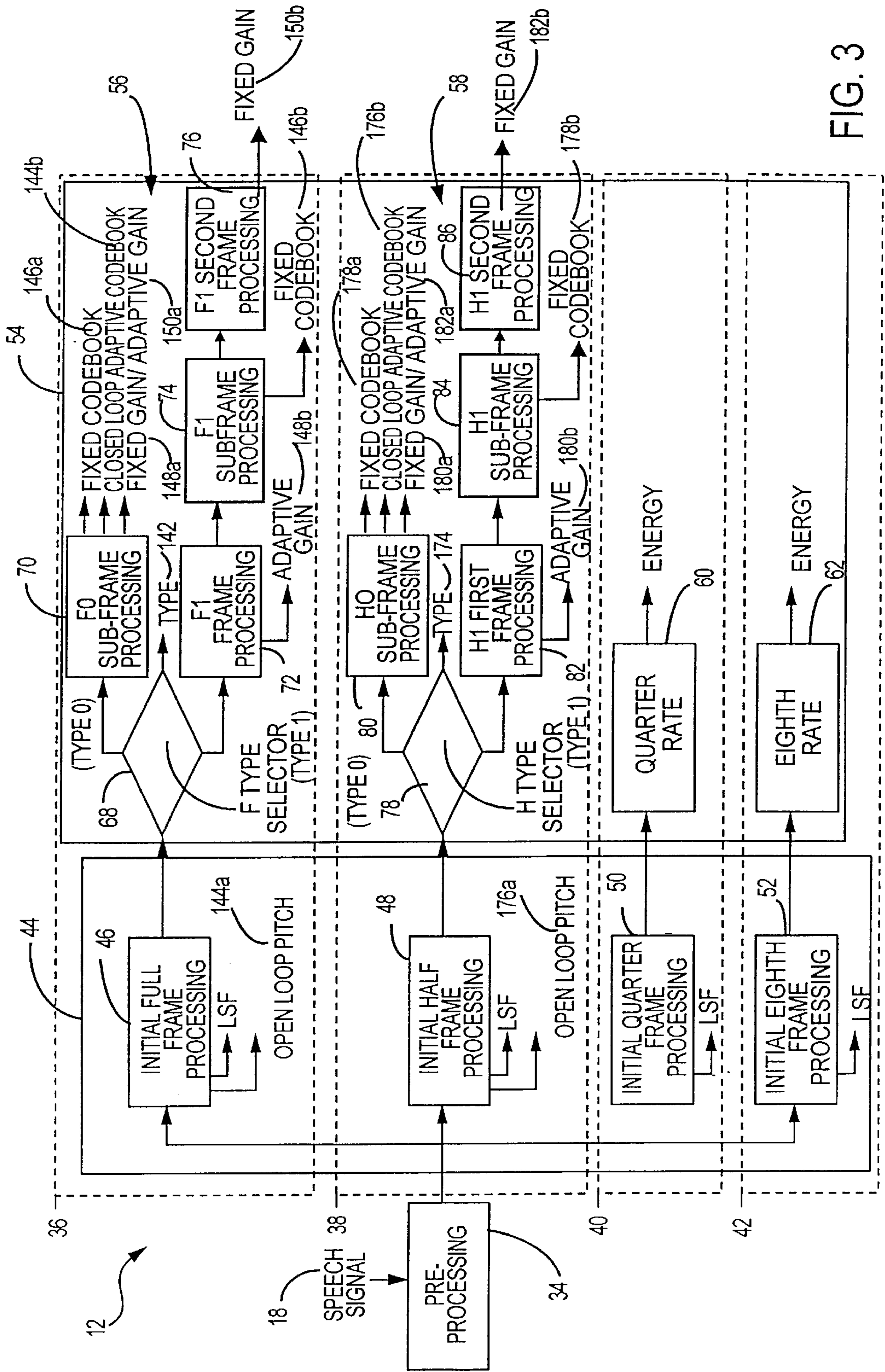


FIG. 3

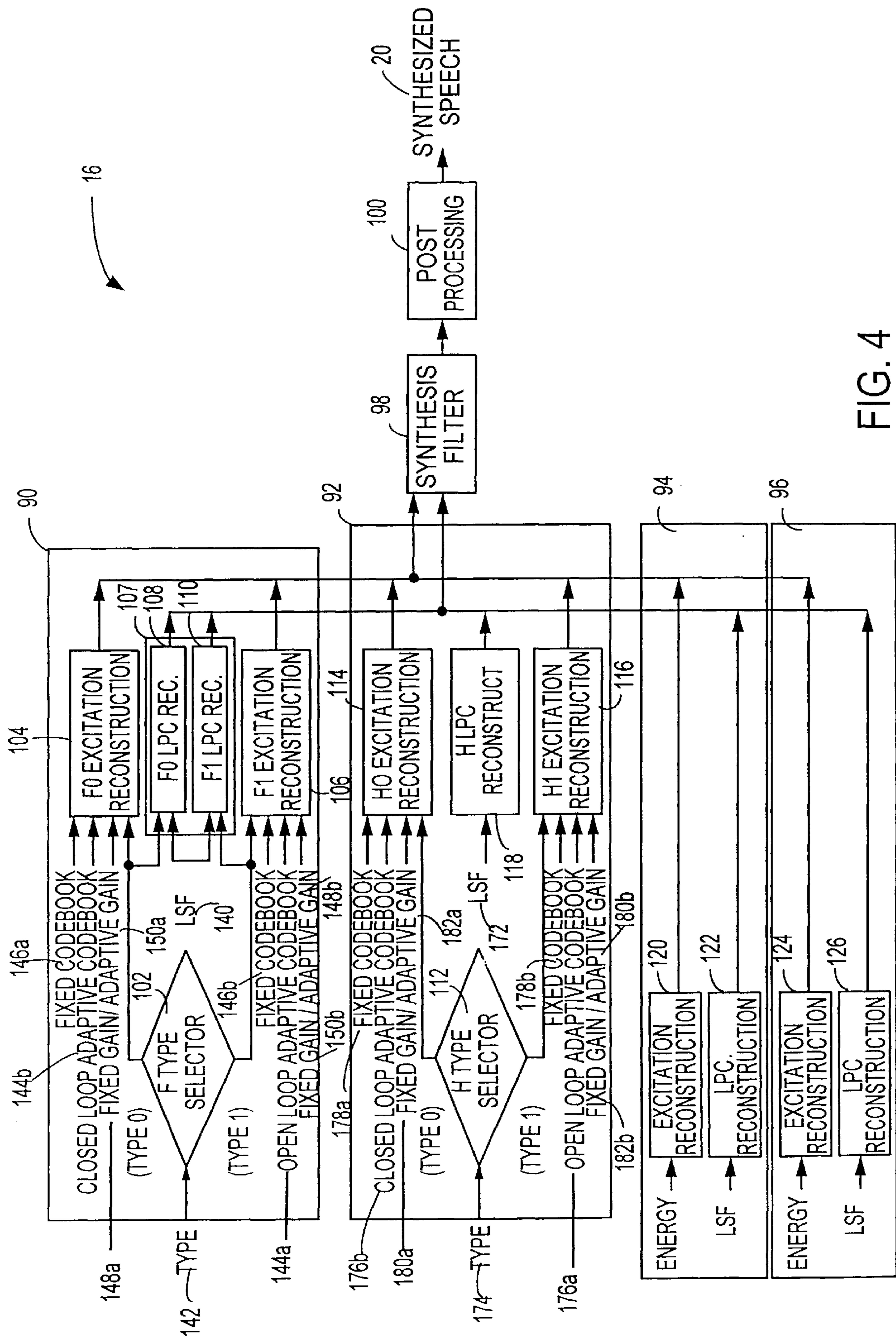


FIG. 4

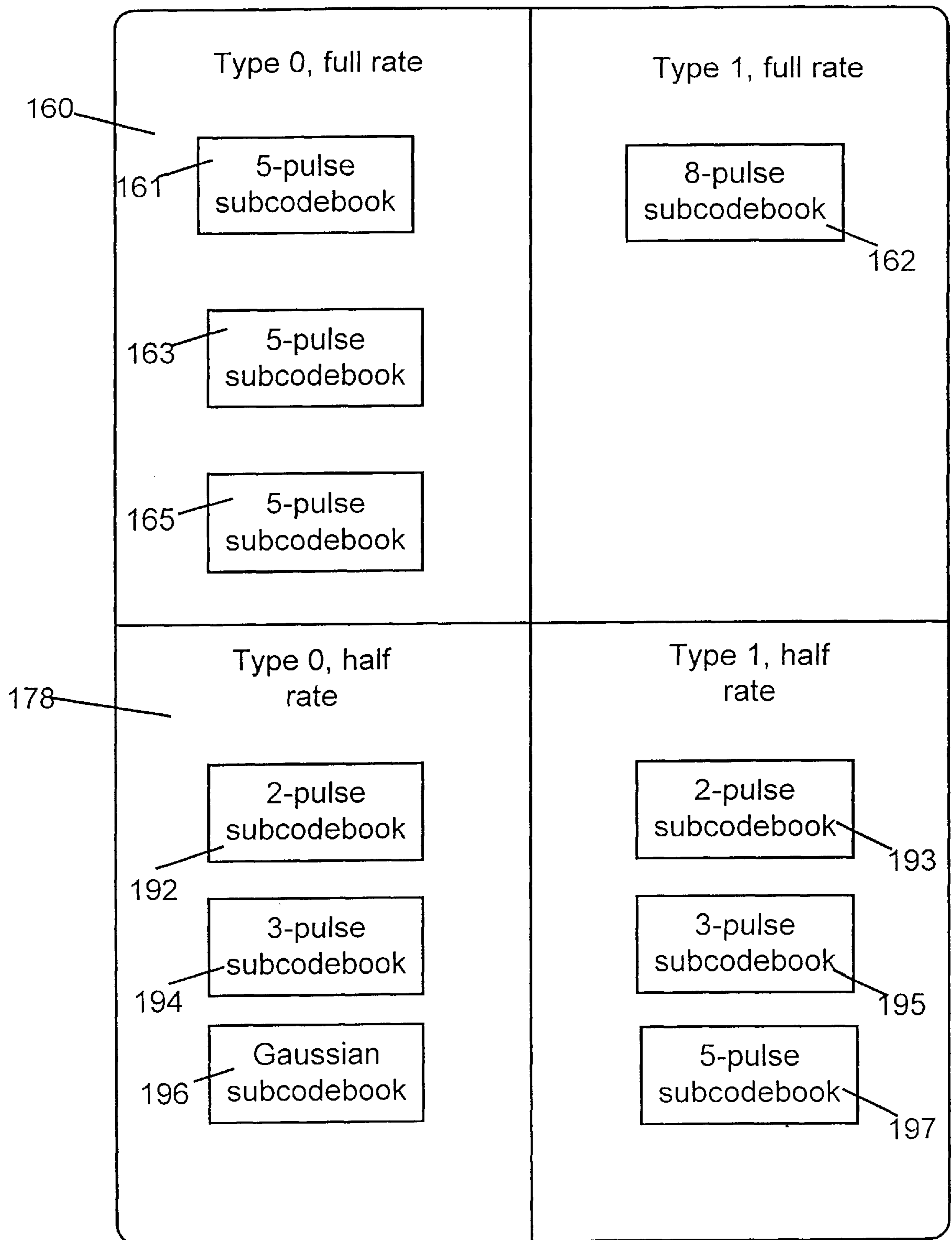


Fig. 5

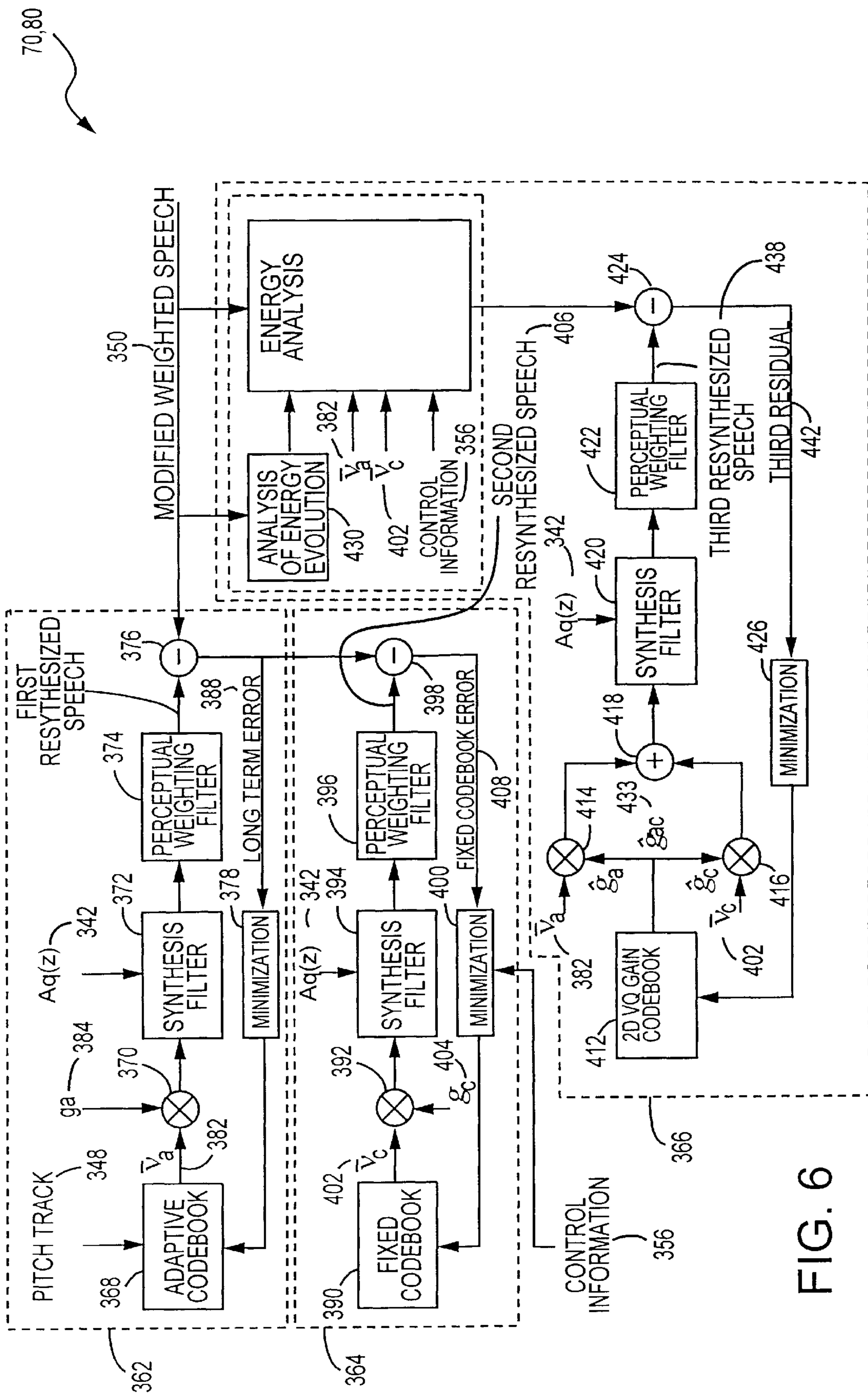


FIG. 6



FIG. 7

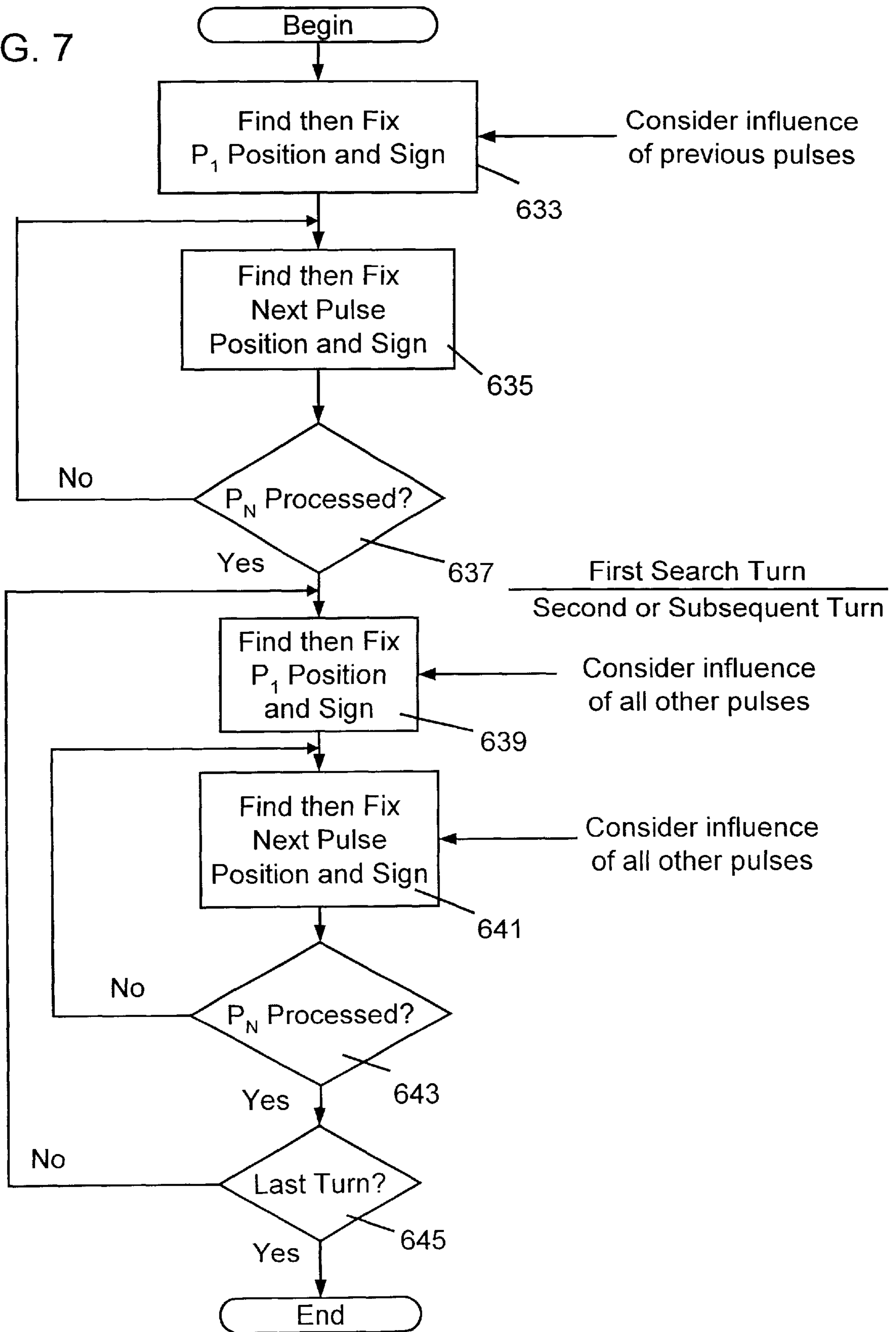
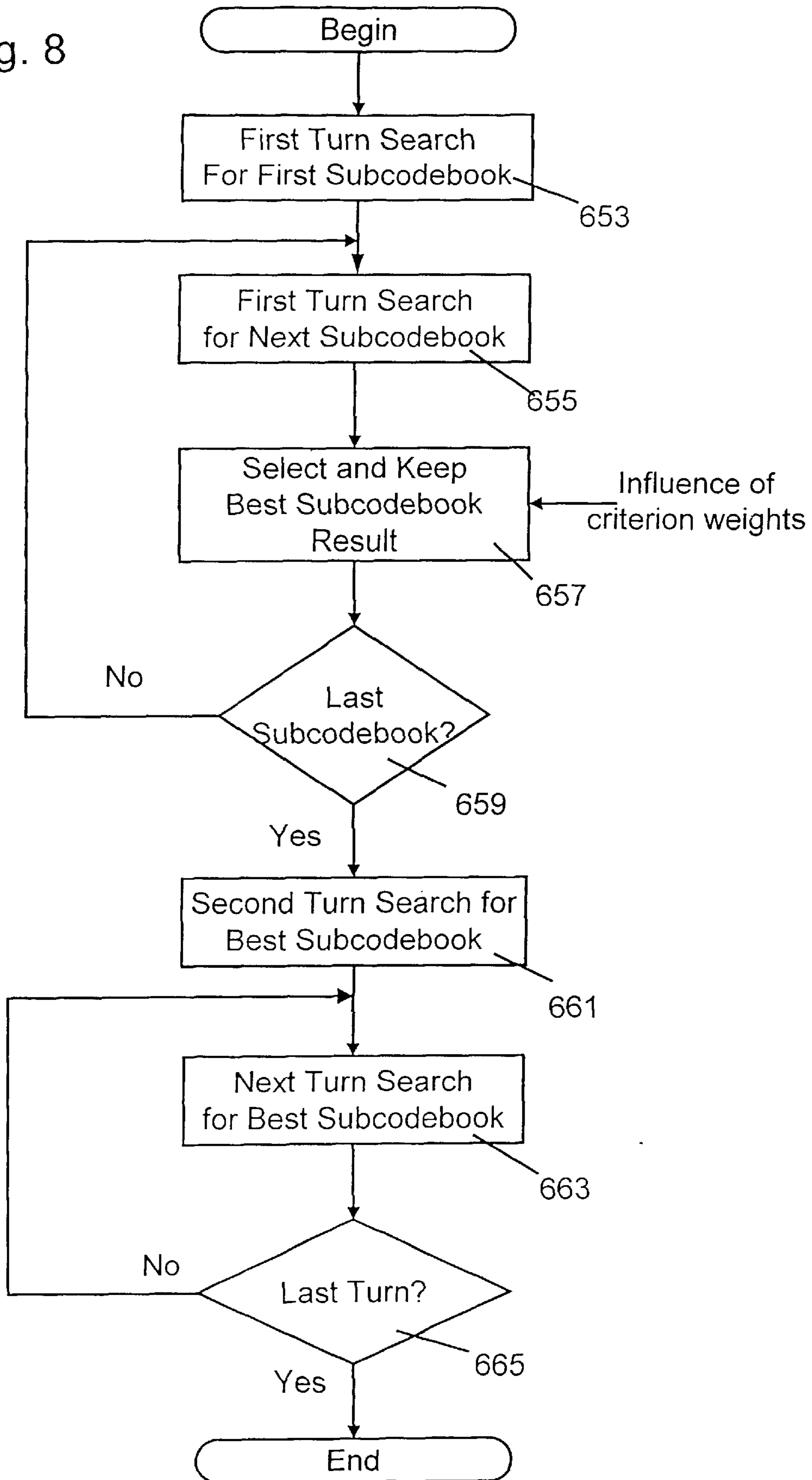


Fig. 8



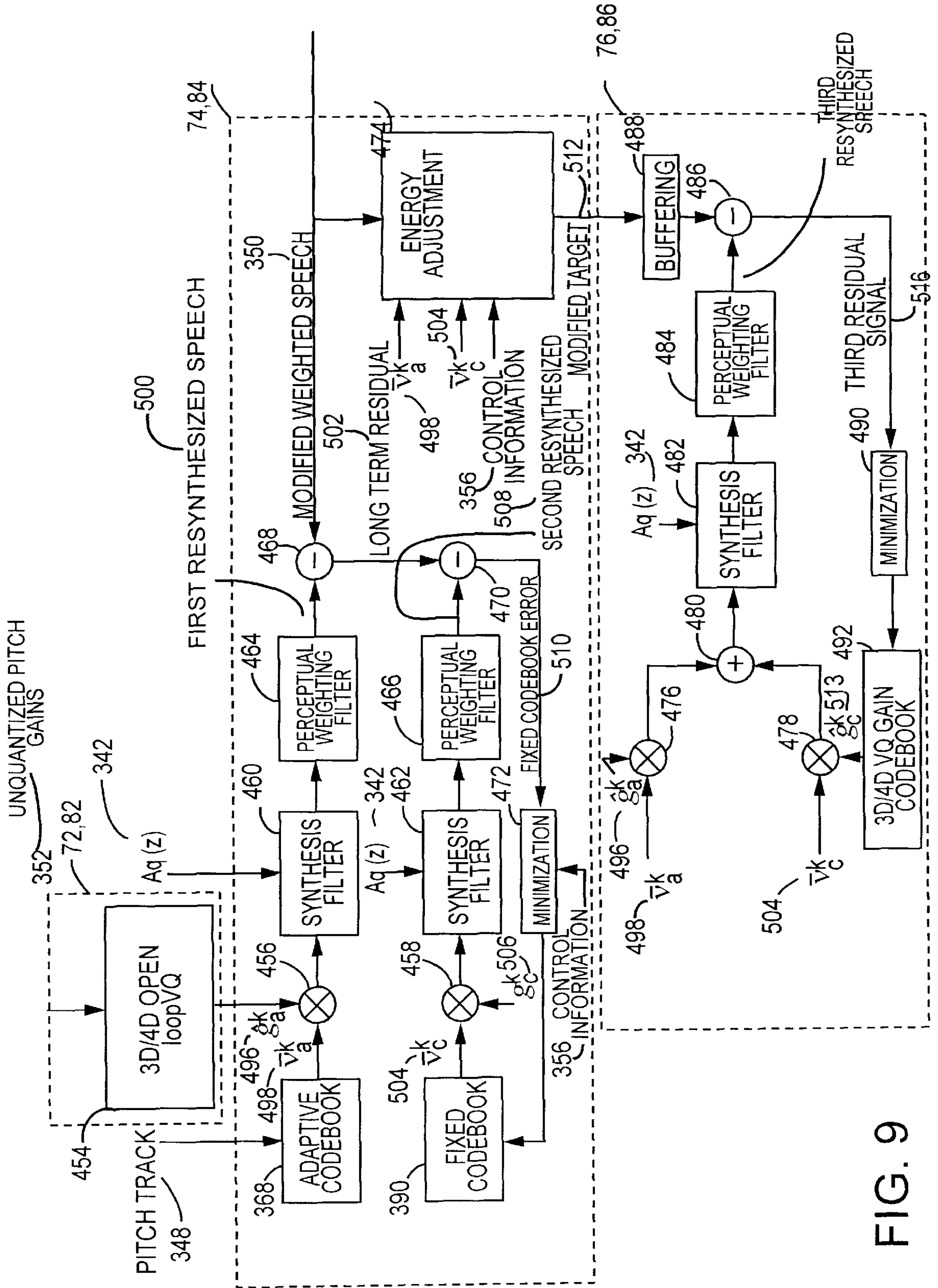
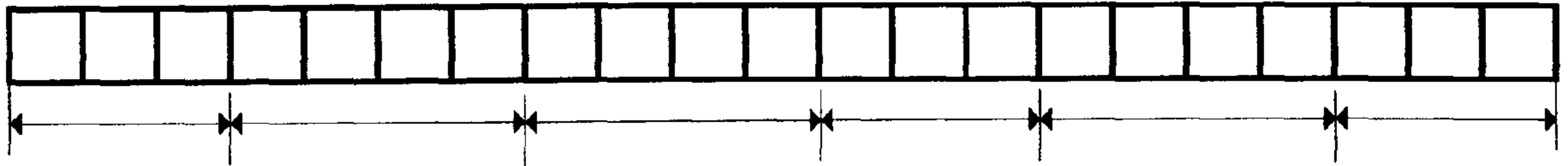


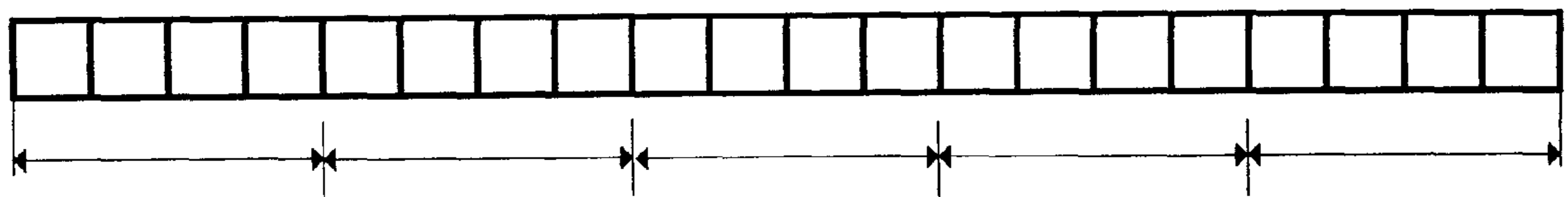
FIG. 9



3 sign bits, 4 bits, 4, bits, 3 bits, 4 bits, 3 bits

Subcodebook #1,  
full rate codec, type 0, 5-pulse subcodebook

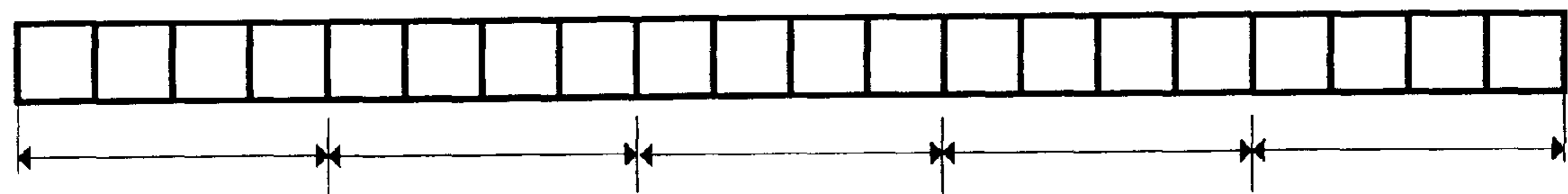
**FIG. 10**



1 + 3 bits, 1 + 3 bits, 1+ 3 bits, 1 + 3 bits, 1 + 3 bits

Subcodebook #2,  
full rate codec, type 0, 5-pulse subcodebook

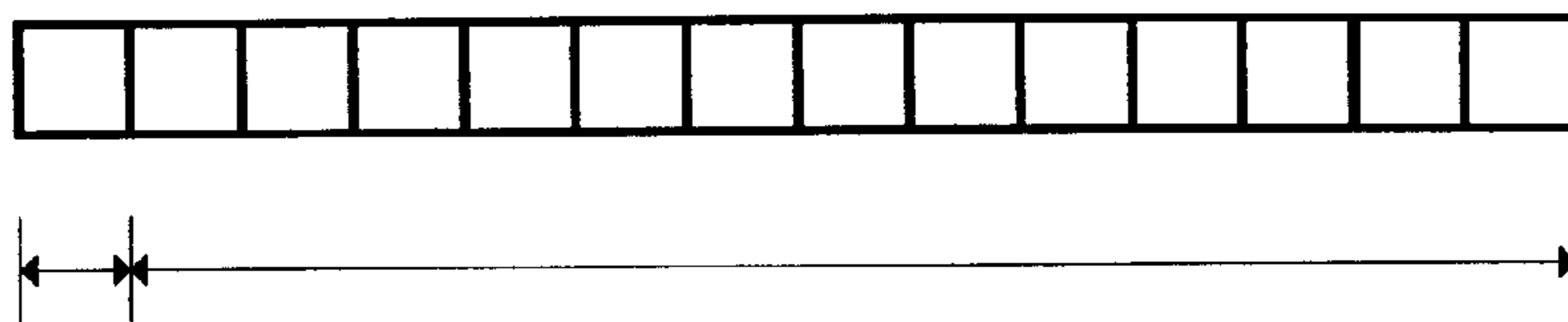
**FIG. 11**



1 + 3 bits, 1 + 3 bits, 1+ 3 bits, 1 + 3 bits, 1 + 3 bits

Subcodebook #3,  
full rate codec, type 0, 5-pulse subcodebook

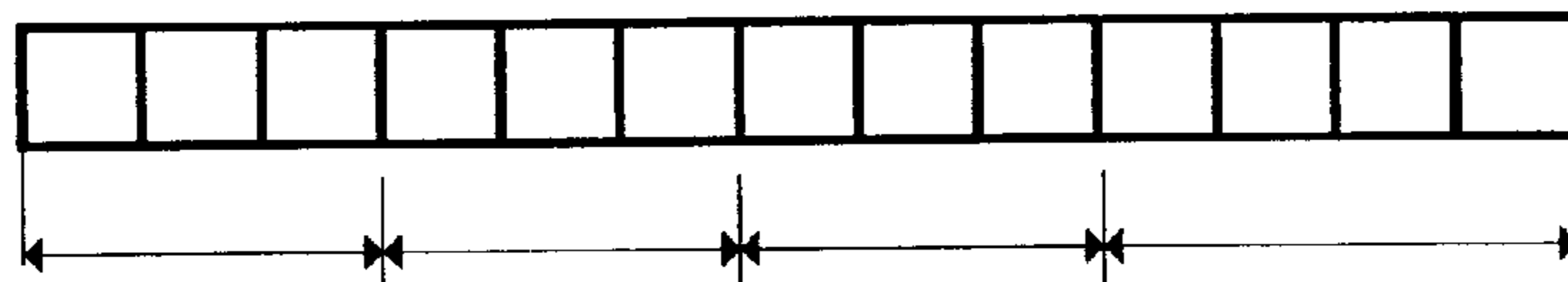
**FIG. 12**



1 sign bit, 13 bit combined two pulse location

Subcodebook #1,  
half rate codec, type 0, 2-pulse subcodebook

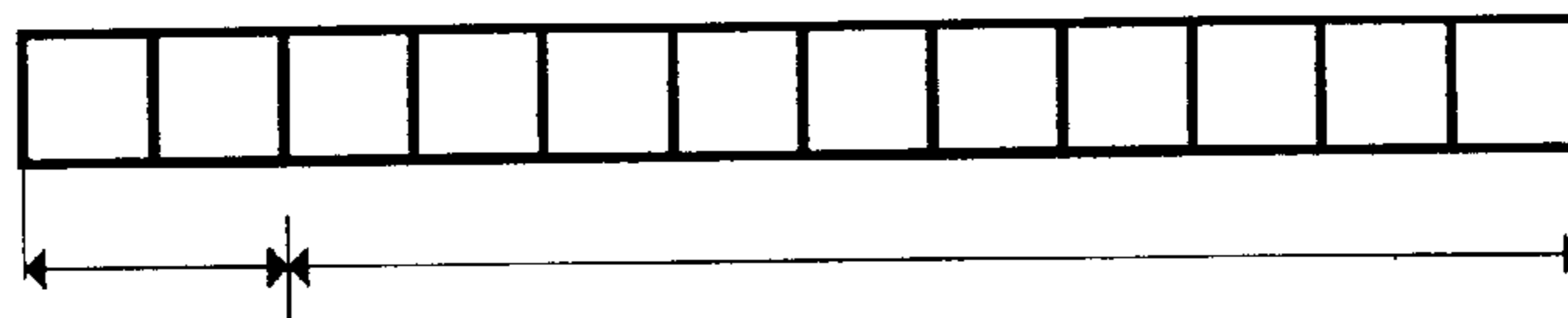
**FIG. 13**



1 + 2 bits, 1 + 2 bits, 1 + 2 bits, 4 bits

Subcodebook #2,  
half rate codec, type 0, 3-pulse subcodebook

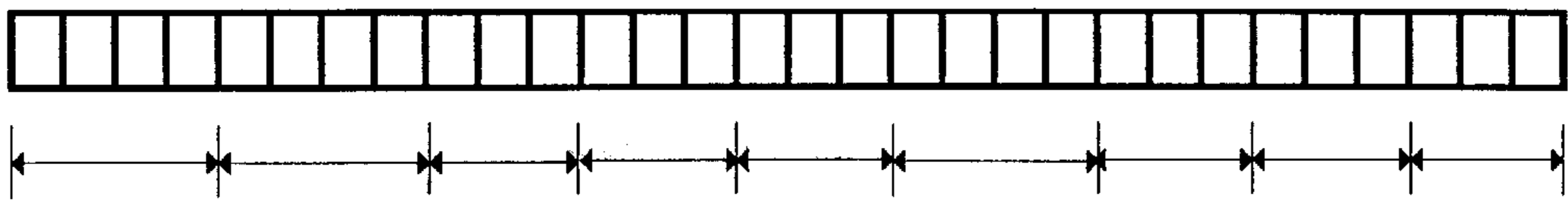
**FIG. 14**



2 sign bits, 11 bits combined locations

Subcodebook #3,  
half rate codec, type 0, Gaussian subcodebook

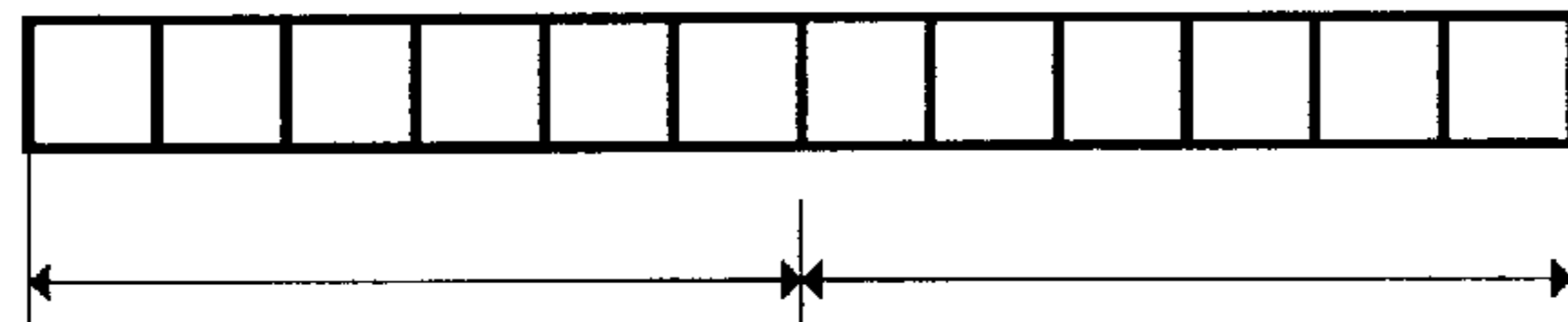
**FIG. 15**



4 sign bits, 4 + 3 + 3 + 3 bits, 4 + 3 + 3 + 3 bits.

Subcodebook #1,  
full rate codec, type 1, 8-pulse subcodebook

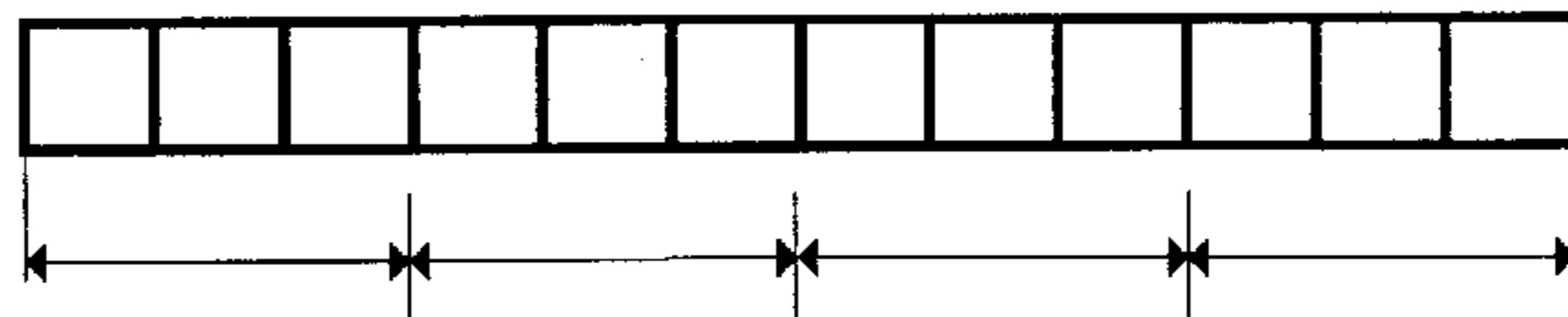
**FIG. 16**



1 + 5 bits, 1 + 5 bits

Subcodebook #1,  
half rate codec, type 1, 2-pulse subcodebook

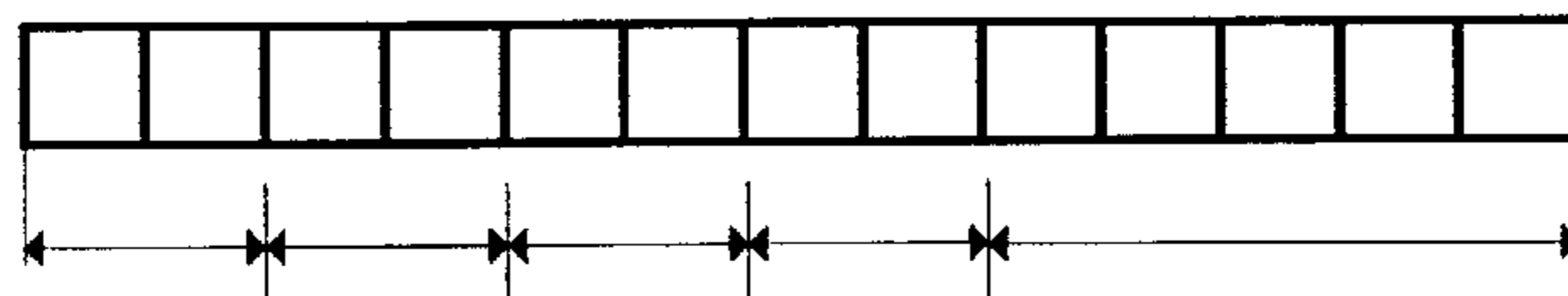
**FIG. 17**



1 + 2 bits, 1 + 2 bits, 1 + 2 bits, 3 bits

Subcodebook #2,  
half rate codec, type 1, 3-pulse subcodebook

**FIG. 18**



1 + 1 bit, 1 + 1 bit, 1 + 1 bit, 1 + 1 bits, 1 + 4 bits

Subcodebook #3,  
half rate codec, type 1, 5-pulse subcodebook

**FIG. 19**

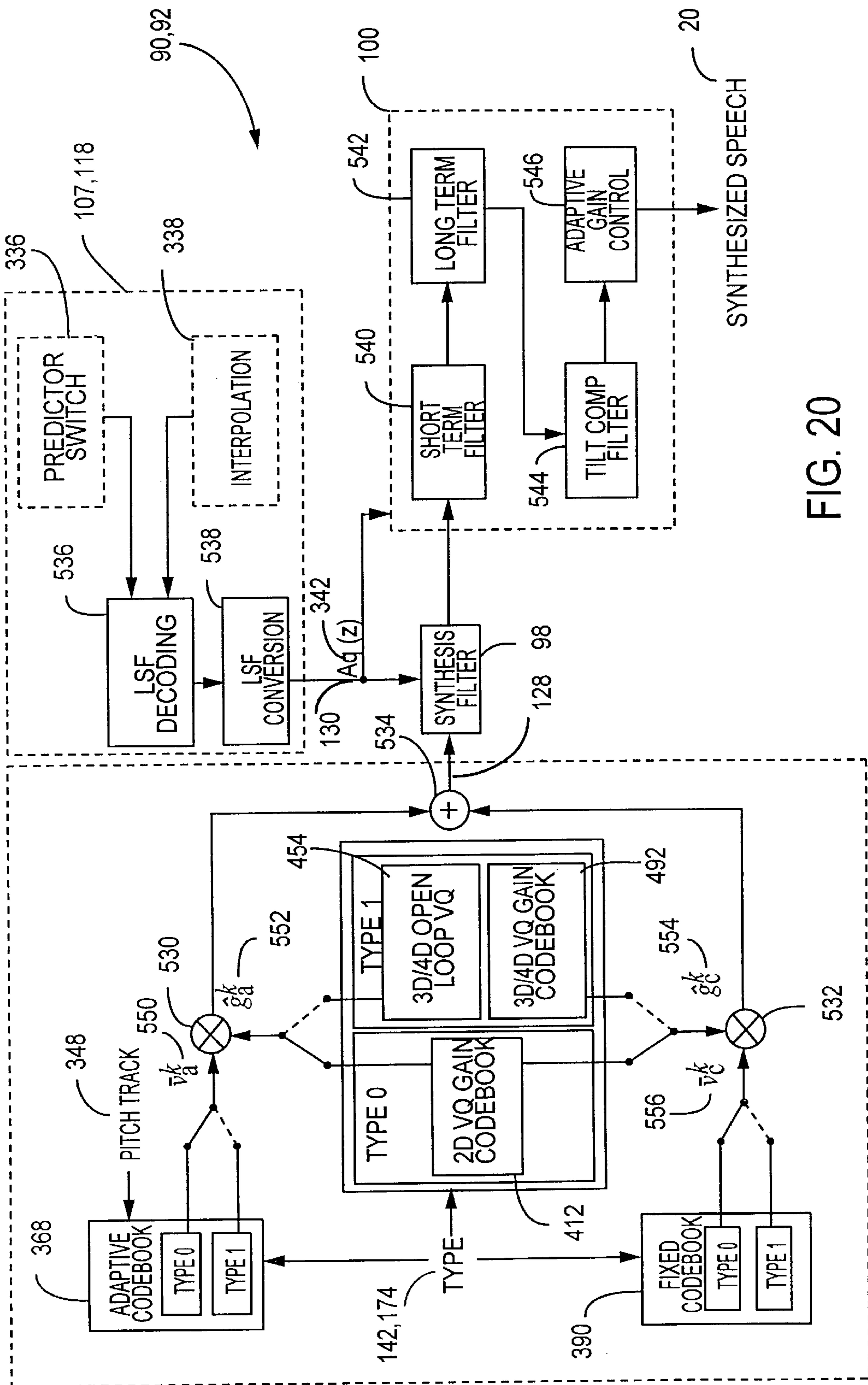


FIG. 20

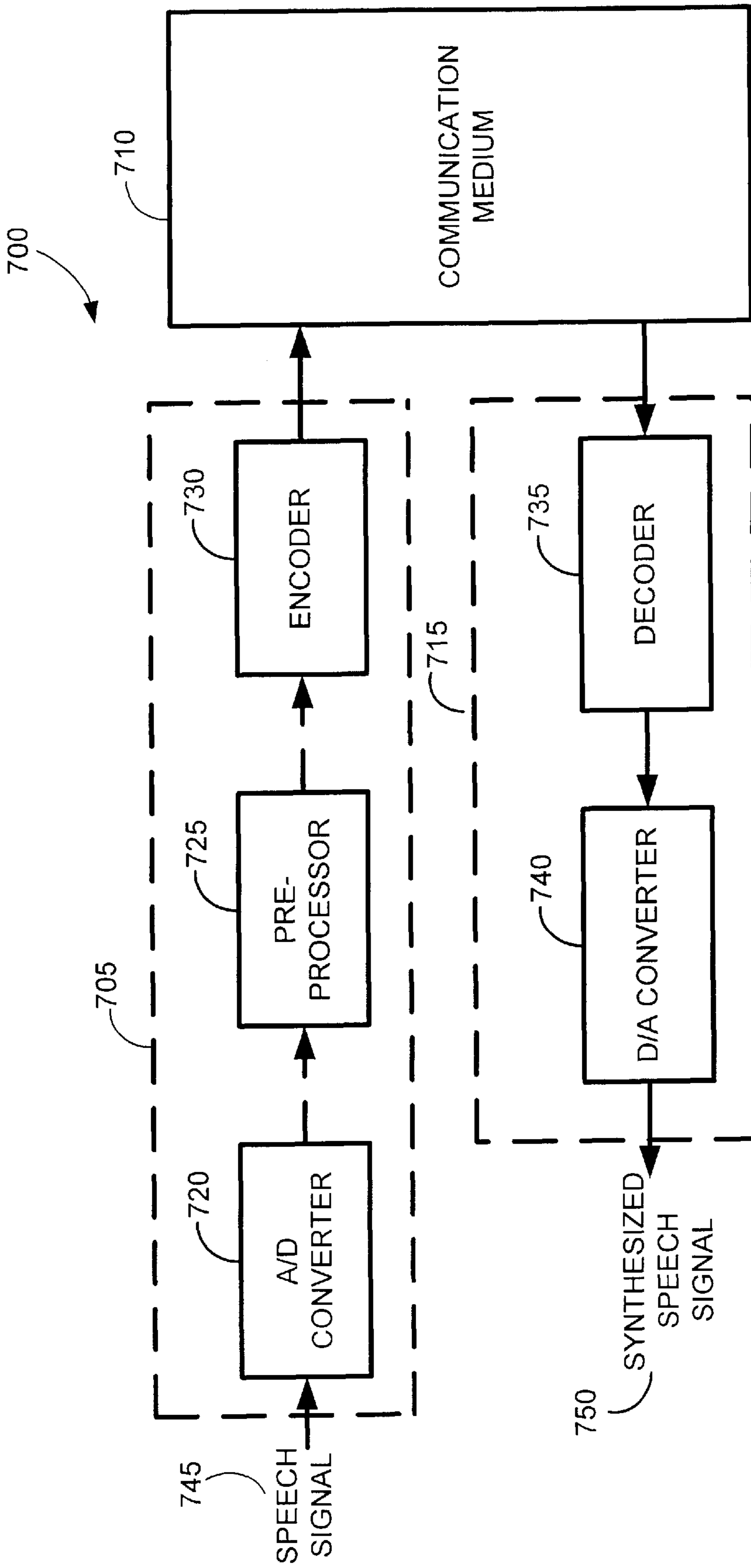


FIG. 21



**CODEBOOK STRUCTURE FOR  
CHANGEABLE PULSE MULTIMODE  
SPEECH CODING**

CROSS REFERENCE TO RELATED  
APPLICATION

This application is a continuation-in-part of Application Ser. No. 09/156,814, filed Sep. 18, 1998, now U.S. Pat. No. 6,173,257, entitled Completed Fixed Codebook for Speech Coder, and assigned to the assignee of this invention, the disclosure of which is incorporated by reference. The following applications are incorporated by reference in their entirety and made part of this application:

- U.S. Provisional Application Ser. No. 60/097,569, entitled "Adaptive Rate Speech Codec," filed Aug. 24, 1998;
- U.S. patent application Ser. No. 09/154,675, entitled "Speech Encoder Using Continuous Warping In Long Term Preprocessing," filed Sep. 18, 1998;
- U.S. patent application Ser. No. 09/156,649, entitled "Comb Codebook Structure," filed Sep. 18, 1998;
- U.S. patent application Ser. No. 09/156,648, entitled "Low Complexity Random Codebook Structure," filed Sep. 18, 1998;
- U.S. patent application Ser. No. 09/156,650, entitled "Speech Encoder Using Gain Normalization That Combines Open And Closed Loop Gains," filed Sep. 18, 1998;
- U.S. patent application Ser. No. 09/156,832, entitled "Speech Encoder Using Voice Activity Detection In Coding Noise," filed Sep. 18, 1998;
- U.S. patent application Ser. No. 09/154,654, entitled "Pitch Determination Using Speech Classification And Prior Pitch Estimation," filed Sep. 18, 1998;
- U.S. patent application Ser. No. 09/154,657, entitled "Speech Encoder Using A Classifier For Smoothing Noise Coding," filed Sep. 18, 1998;
- U.S. patent application Ser. No. 09/156,826, entitled "Adaptive Tilt Compensation For Synthesized Speech Residual," filed Sep. 18, 1998;
- U.S. patent application Ser. No. 09/154,662, entitled "Speech Classification And Parameter Weighting Used In Codebook Search," filed Sep. 18, 1998;
- U.S. patent application Ser. No. 09/154,653, entitled "Synchronized Encoder-Decoder Frame Concealment Using Speech Coding Parameters," filed Sep. 18, 1998;
- U.S. patent application Ser. No. 09/154,663, entitled "Adaptive Gain Reduction To Produce Fixed Codebook Target Signal," filed Sep. 18, 1998;
- U.S. patent application Ser. No. 09/154,660, entitled "Speech Encoder Adaptively Applying Pitch Long-Term Prediction and Pitch Preprocessing With Continuous Warping," filed Sep. 18, 1998.

The following co-pending and commonly assigned U.S. patent applications have been filed on the same day as this application. All of these applications relate to and further describe other aspects of the embodiments disclosed in this application and are incorporated by reference in their entirety.

- U.S. patent application Ser. No. 09/755,441, "INJECTING HIGH FREQUENCY NOISE INTO PULSE EXCITATION FOR LOW BIT RATE CELP," filed on Sep. 15, 2000.
- U.S. patent application Ser. No. 09/771,293, "SHORT TERM ENHANCEMENT IN CELP SPEECH CODING," filed on Sep. 15, 2000.

U.S. patent application Ser. No. 09/761,029, "SYSTEM OF DYNAMIC PULSE POSITION TRACKS FOR PULSE-LIKE EXCITATION IN SPEECH CODING," filed on Sep. 15, 2000.

U.S. patent application Ser. No. 09/782,791, "SPEECH CODING SYSTEM WITH TIME-DOMAIN NOISE ATTENUATION," filed on Sep. 15, 2000.

U.S. patent application Ser. No. 09/761,033, "SYSTEM FOR AN ADAPTIVE EXCITATION PATTERN FOR SPEECH CODING," filed on Sep. 15, 2000.

U.S. patent application Ser. No. 09/782,383, "SYSTEM FOR ENCODING SPEECH INFORMATION USING AN ADAPTIVE CODEBOOK WITH DIFFERENT RESOLUTION LEVELS," filed on Sep. 15, 2000.

U.S. patent application Ser. No. 09/663,837, "CODEBOOK TABLES FOR ENCODING AND DECODING," filed on Sep. 15, 2000.

U.S. patent application Ser. No. 09/662,828, "BIT-STREAM PROTOCOL FOR TRANSMISSION OF ENCODED VOICE SIGNALS," filed on Sep. 15, 2000.

U.S. patent application Ser. No. 09/781,735, "SYSTEM FOR FILTERING SPECTRAL CONTENT OF A SIGNAL FOR SPEECH ENCODING," filed on Sep. 15, 2000.

U.S. patent application Ser. No. 09/663,734, "SYSTEM OF ENCODING AND DECODING SPEECH SIGNALS," filed on Sep. 15, 2000.

U.S. patent application Ser. No. 09/663,002, "SYSTEM FOR SPEECH ENCODING HAVING AN ADAPTIVE FRAME ARRANGEMENT," filed on Sep. 15, 2000.

U.S. patent application Ser. No. 09/940,904, "SYSTEM FOR IMPROVED USE OF PITCH ENHANCEMENT WITH SUB CODEBOOKS," filed on Sep. 15, 2000.

BACKGROUND OF THE INVENTION

1. Technical Field

This invention relates to speech communication systems and, more particularly, to systems and methods for digital speech coding.

2. Related Art

One prevalent mode of human communication involves the use of communication systems. Communication systems include both wireline and wireless radio systems. Wireless communication systems electrically connect with the land-line systems and communicate using radio frequency (RF) with mobile communication devices. Currently, the radio frequencies available for communication in cellular systems, for example, are in the frequency range centered around 900 MHz and in the personal communication services (PCS) frequency range centered around 1900 MHz. Due to increased traffic caused by the expanding popularity of wireless communication devices, such as cellular telephones, it is desirable to reduce bandwidth of transmissions within the wireless systems.

Digital transmission in wireless radio telecommunications is increasingly being applied to both voice and data due to noise immunity, reliability, compactness of equipment and the ability to implement sophisticated signal processing functions using digital techniques. Digital transmission of speech signals involves the steps of: sampling an analog speech waveform with an analog-to-digital converter, speech compression (encoding), transmission, speech

decompression (decoding), digital-to-analog conversion, and playback into an earpiece or a loudspeaker. The sampling of the analog speech waveform with the analog-to-digital converter creates a digital signal. However, the number of bits used in the digital signal to represent the analog speech waveform creates a relatively large bandwidth. For example, a speech signal that is sampled at a rate of 8000 Hz (once every 0.125 ms), where each sample is represented by 16 bits, will result in a bit rate of 128,000 (16×8000) bits per second, or 128 kbps (kilo bits per second).

Speech compression reduces the number of bits that represent the speech signal, thus reducing the bandwidth needed for transmission. However, speech compression may result in degradation of the quality of decompressed speech. In general, a higher bit rate will result in higher quality, while a lower bit rate will result in lower quality. However, speech compression techniques, such as coding techniques, can produce decompressed speech of relatively high quality at relatively low bit rates. In general, low bit rate coding techniques attempt to represent the perceptually important features of the speech signal, with or without preserving the actual speech waveform.

Typically, parts of the speech signal for which adequate perceptual representation is more difficult or more important (such as voiced speech, plosives or voice onsets) are coded and transmitted using a higher number of bits. Parts of the speech signal for which adequate perceptual representation is less difficult or less important (such as unvoiced, or the silence between words) are coded with a lower number of bits. The resulting average bit rate for the speech signal will be relatively lower than would be the case for a fixed bit rate that provides decompressed speech of similar quality.

These speech compression techniques have resulted in lowering the amount of bandwidth used to transmit a speech signal. However, further reduction in bandwidth is important in a communication system for a large number of users. Accordingly, there is a need for systems and methods of speech coding that are capable of minimizing the average bit rate needed for speech representation, while providing high quality decompressed speech.

### SUMMARY

The invention provides a way to construct an efficient codebook structure and a fast search approach, which in one example are used in an SMV system. The SMV system varies the encoding and decoding rates in a communications device, such as a mobile telephone, a cellular telephone, a portable radio transceiver or other wireless or wire line communication device. The disclosed embodiments describe a system for varying the rates and associated bandwidth in accordance with an signal from an external source, such as the communication system with which the mobile device interacts. In various embodiments, the communications system selects a mode for the communications equipment using the system, and speech is processed according to that mode.

One embodiment of a speech compression system includes a full-rate codec, a half-rate codec, a quarter-rate codec and an eighth-rate codec each capable of encoding and decoding speech signals. The speech compression system performs a rate selection on a frame by frame basis of a speech signal to select one of the codecs. The speech compression system then utilizes a fixed codebook structure with a plurality of subcodebooks. A search routine selects a best codevector from among the codebooks in encoding and

decoding the speech. The search routine is based on minimizing an error function in an iterative fashion.

Accordingly, the speech coder is capable of selectively activating the codecs to maximize the overall quality of a reconstructed speech signal while maintaining the desired average bit rate. Other systems, methods, features and advantages of the invention will be or will become apparent to one with skill in the art upon examination of the following figures and detailed description. It is intended that all such additional systems, methods, features and advantages included within this description be within the scope of the invention, and be protected by the accompanying claims.

### BRIEF DESCRIPTION OF THE FIGURES

The components in the figures are not necessarily to scale, emphasis instead being placed upon illustrating the principals of the invention. Moreover, in the figures, like reference numerals designate corresponding parts throughout the different views.

FIG. 1 is a graphical representation of speech patterns over a time period.

FIG. 2 is a block diagram of one embodiment of a speech encoding system.

FIG. 3 is an extended block diagram of a speech coding system illustrated in FIG. 2.

FIG. 4 is an extended block diagram of the decoding system illustrated in FIG. 2.

FIG. 5 is a block diagram illustrating fixed codebooks.

FIG. 6 is an extended block diagram of the speech coding system.

FIG. 7 is a flow chart for a process for finding a fixed subcodebook.

FIG. 8 is a flow chart for a process for finding a fixed subcodebook.

FIG. 9 is an extended block diagram of the speech coding system.

FIG. 10 is a schematic diagram of a subcodebook structure.

FIG. 11 is a schematic diagram of a subcodebook structure.

FIG. 12 is a schematic diagram of a subcodebook structure.

FIG. 13 is a schematic diagram of a subcodebook structure.

FIG. 14 is a schematic diagram of a subcodebook structure.

FIG. 15 is a schematic diagram of a subcodebook structure.

FIG. 16 is a schematic diagram of a subcodebook structure.

FIG. 17 is a schematic diagram of a subcodebook structure.

FIG. 18 is a schematic diagram of a subcodebook structure.

FIG. 19 is a schematic diagram of a subcodebook structure.

FIG. 20 is an extended block diagram of the decoding system of FIG. 2.

FIG. 21 is a block diagram of a speech coding system.

### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

Speech compression systems (codecs) include an encoder and a decoder and may be used to reduce the bit rate of

digital speech signals. Numerous algorithms have been developed for speech codecs that reduce the number of bits required to digitally encode the original speech while attempting to maintain high quality reconstructed speech. Code-Excited Linear Predictive (CELP) coding techniques, as discussed in the article entitled "Code-Excited Linear Prediction: High-Quality Speech at Very Low Rates," by M. R. Schroeder and B. S. Atal, Proc. ICASSP-85, pages 937-940, 1985, provide one effective speech coding algorithm. An example of a variable rate CELIP based speech coder is TIA (Telecommunications Industry Association) IS-127 standard that is designed for CDMA (Code Division Multiple Access) applications. The CELP coding technique utilizes several prediction techniques to remove the redundancy from the speech signal. The CELP coding approach stores sampled input speech signals into blocks of samples called frames. The frames of data may then be processed to create a compressed speech signal in digital form. Other embodiments may include subframe processing as well as, or in lieu of, frame processing.

FIG. 1 depicts the waveforms used in CELP speech coding. An input speech signal **2** has some measure of predictability or periodicity **4**. The CELP coding approach uses two types of predictors, a short-term predictor and a long-term predictor. The short-term predictor is typically applied before the long-term predictor. A prediction error derived from the short-term predictor is called short-term residual, and a prediction error derived from the long-term predictor is called long-term residual. Using CELP coding, a first prediction error is called a short-term or LPC residual **6**. A second prediction error is called a pitch residual **8**.

The long-term residual may be coded using a fixed codebook that includes a plurality of fixed codebook entries or vectors. One of the entries may be selected and multiplied by a fixed codebook gain to represent the long-term residual. Lag and gain parameters may also be calculated from an adaptive codebook and used to code or decode speech. The short-term predictor may also be referred to as an LPC (Linear Prediction Coding) or a spectral envelope representation and typically comprises **10** prediction parameters. Each lag parameter may also be called a pitch lag, and each long-term predictor gain parameter can also be called an adaptive codebook gain. The lag parameter defines an entry or a vector in the adaptive codebook.

The CELP encoder performs an LPC analysis to determine the short-term predictor parameters. Following the LPC analysis, the long-term predictor parameters may be determined. In addition, determination of the fixed codebook entry and the fixed codebook gain that best represent the long-term residual occurs. Analysis-by-synthesis (ABS), that is, feedback, is employed in CELP coding. In the ABS approach, the contribution from the fixed codebook, the fixed codebook gain, and the long-term predictor parameters may be found by synthesizing using an inverse prediction filter and applying a perceptual weighting measure. The short-term (LPC) prediction coefficients, the fixed-codebook gain, as well as the lag parameter and the long-term gain parameter may then be quantized. The quantization indices, as well as the fixed codebook indices, may be sent from the encoder to the decoder.

The CELP decoder uses the fixed codebook indices to extract a vector from the fixed codebook. The vector may be multiplied by the fixed-codebook gain, to create a fixed codebook contribution. A long-term predictor contribution may be added to the fixed codebook contribution to create a synthesized excitation that is referred to as an excitation.

tion from the past multiplied by the long-term predictor gain. The addition of the long-term predictor contribution alternatively can be viewed as an adaptive codebook contribution or as a long-term (pitch) filtering. The short-term excitation may be passed through a short-term inverse prediction filter (LPC) that uses the short-term (LPC) prediction coefficients quantized by the encoder to generate synthesized speech. The synthesized speech may then be passed through a post-filter that reduces perceptual coding noise.

FIG. 2 is a block diagram of one embodiment of a speech compression system **10** that may utilize adaptive and fixed codebooks. In particular, the system may utilize fixed codebooks comprising a plurality of subcodebooks for encoding at different rates depending on the mode set by the external signal and the characterization of the speech. The speech compression system **10** includes an encoding system **12**, a communication medium **14** and a decoding system **16** that may be connected as illustrated. The speech compression system **10** may be any coding device capable of receiving and encoding a speech signal **18**, and then decoding it to create post-processed synthesized speech **20**.

The speech compression system **10** operates to receive the speech signal **18**. The speech signal **18** emitted by a sender (not shown) can be, for example, captured by a microphone and digitized by the analog-to-digital converter (not shown). The sender may be a human voice, a musical instrument or any other device capable of emitting analog signals.

The encoding system **12** operates to encode the speech signal **18**. The encoding system **12** segments the speech signal **18** into frames to generate a bitstream. One embodiment of the speech compression system **10** uses frames that comprise **160** samples that, at a sampling rate of 8000 Hz, correspond to 20 milliseconds per frame. The frames represented by the bitstream may be provided to the communication medium **14**.

The communication medium **14** may be any transmission mechanism, such as a communication channel, radio waves, wire transmissions, fiber optic transmissions, or any medium capable of carrying the bitstream generated by the encoding system **12**. The communication medium **14** also can be a storage mechanism, such as, a memory device, a storage media or other device capable of storing and retrieving the bitstream generated by the encoding system **12**. The communication medium **14** operates to transmit the bitstream generated by the encoding system **12** to the decoding system **16**.

The decoding system **16** receives the bitstream from the communication medium **14**. The decoding system **16** operates to decode the bitstream and generate the post-processed synthesized speech **20** in the form of a digital signal. The post-processed synthesized speech **20** may then be converted to an analog signal by a digital-to-analog converter (not shown). The analog output of the digital-to-analog converter may be received by a receiver (not shown) that may be a human ear, a magnetic tape recorder, or any other device capable of receiving an analog signal. Alternatively, the post-processed synthesized speech **20** may be received by a digital recording device, a speech recognition device, or any other device capable of receiving a digital signal.

One embodiment of the speech compression system **10** also includes a mode line **21**. The Mode line **21** carries a Mode signal that indicates the desired average bit rate for the bitstream. The Mode signal may be generated externally by a system controlling the communication medium, for example, a wireless telecommunication system. The encoding system **12** may determine which of a plurality of codecs

to activate within the encoding system **12** or how to operate the codec in response to the mode signal.

The codecs comprise an encoder portion and a decoder portion that are located within the encoding system **12** and the decoding system **16**, respectively. In one embodiment of the speech compression system **10** there are four codecs, namely: a full-rate codec **22**, a half-rate codec **24**, a quarter-rate codec **26**, and an eighth-rate codec **28**. Each of the codecs **22**, **24**, **26** and **28** is operable to generate the bitstream. The size of the bitstream generated by each codec **22**, **24**, **26** and **28**, and hence the bandwidth needed for its transmission via the communication medium **14** is different.

In one embodiment, the full-rate codec **22**, the half-rate codec **24**, the quarter-rate codec **26** and the eighth-rate codec **28** generate 170 bits, 80 bits, 40 bits and 16 bits, respectively, per frame. The size of the bitstream of each frame corresponds to a bit rate, namely, 8.5 Kbps for the full-rate codec **22**, 4.0 Kbps for the half-rate codec **24**, 2.0 Kbps for the quarter-rate codec **26**, and 0.8 Kbps for the eighth-rate codec **28**. However, fewer or more codecs as well as other bit rates are possible in alternative embodiments. By processing the frames of the speech signal **18** with the various codecs, an average bit rate or bitstream is achieved.

The encoding system **12** determines which of the codecs **22**, **24**, **26** and **28** may be used to encode a particular frame based on characterization of the frame, and on the desired average bit rate provided by the Mode signal. Characterization of a frame is based on the portion of the speech signal **18** contained in the particular frame. For example, frames may be characterized as stationary voiced, non-stationary voiced, unvoiced, onset, background noise, silence etc.

The Mode signal on the Mode signal line **21** in one embodiment identifies a Mode 0, a Mode 1, and a Mode 2. Each of the three Modes provides a different desired average bit rate for varying the percentage of usage of each of the codecs **22**, **24**, **26** and **28**. Mode 0 may be referred to as a premium mode in which most of the frames may be coded with the full-rate codec **22**; fewer of the frames may be coded with the half-rate codec **24**; and frames comprising silence and background noise may be coded with the quarter-rate codec **26** and the eighth-rate codec **28**. Mode 1 may be referred to as a standard mode in which frames with high information content, such as onset and some voiced frames, may be coded with the full-rate codec **22**. In addition, other voiced and unvoiced frames may be coded with the half-rate codec **24**, some unvoiced frames may be coded with the quarter-rate codec **26**, and silence and stationary background noise frames may be coded with the eighth-rate codec **28**.

Mode 2 may be referred to as an economy mode in which only a few frames of high information content may be coded with the full-rate codec **22**. Most of the frames in Mode 2 may be coded with the half-rate codec **24** with the exception of some unvoiced frames that may be coded with the quarter-rate codec **26**. Silence and stationary background noise frames may be coded with the eighth-rate codec **28** in Mode 2. Accordingly, by varying the selection of the codecs **22**, **24**, **26** and **28**, the speech compression system **10** may deliver reconstructed speech at the desired average bit rate while attempting to maintain the highest possible quality. Additional Modes, such as, a Mode three operating in a super economy Mode or a half-rate max mode in which the maximum codec activated is the half-rate codec **24** are possible in alternative embodiments.

Further control of the speech compression system **10** may also be provided by a half rate signal line **30**. The half rate

signal line **30** provides a half rate signaling flag. The half rate signaling flag may be provided by an external source such as a wireless telecommunication system. When activated, the half rate signaling flag directs the speech compression system **10** to use the half-rate codec **24** as the maximum rate. In alternative embodiments, the half rate signaling flag directs the speech compression system **10** to use one codec **22**, **24**, **26** or **28**, in place of another or identify a different codec **22**, **26** or **28**, as the maximum or minimum rate.

In one embodiment of the speech compression system **10**, the full and half-rate codecs **22** and **24** may be based on an eX-CELP (extended CELP) approach and the quarter and eighth-rate codecs **26** and **28** may be based on a perceptual matching approach. The eX-CELP approach extends the traditional balance between perceptual matching and waveform matching of traditional CELP. In particular, the eX-CELP approach categorizes the frames using a rate selection and a type classification that will be described later. Within the different categories of frames, different encoding approaches may be utilized that have different perceptual matching, different waveform matching, and different bit assignments. The perceptual matching approach of the quarter-rate codec **26** and the eighth-rate codec **28** do not use waveform matching and instead concentrate on the perceptual aspects when encoding frames.

The rate selection is determined by characterization of each frame of the speech signal, based on the portion of the speech signal contained in the particular frame. For example, frames may be characterized in a number of ways, such as stationary voiced speech, non-stationary voiced speech, unvoiced, background noise, silence, and so on. In addition, the rate selection is influenced by the mode that the speech compression system is using. The codecs are designed to optimize coding within the different characterizations of the speech signals. Optimal coding balances the desire to provide synthesized speech of the highest perceptual quality while maintaining the desired average rate of the bitstream. This allows the maximum use of the available bandwidth. During operation, the speech compression system selectively activates the codecs based on the mode as well as characterization of each frame to optimize the perceptual quality of the speech.

The coding of each frame with either the eX-CELP approach or the perceptual matching approach may be based on further dividing the frame into a plurality of subframes. The subframes may be different in size and in number for each codec **22**, **24**, **26** and **28**, and may vary within a codec. Within the subframes, speech parameters and waveforms may be coded with several predictive and non-predictive scalar and vector quantization techniques. In scalar quantization, a speech parameter or element may be represented by an index location of the closest entry in a representative table of scalars. In vector quantization, several speech parameters may be grouped to form a vector. The vector may be represented by an index location of the closest entry in a representative table of vectors.

In predictive coding, an element may be predicted from the past. The element may be a scalar or a vector. The prediction error may then be quantized, using a table of scalars (scalar quantization) or a table of vectors (vector quantization). The eX-CELP coding approach, similarly to traditional CELP, uses an Analysis-by-Synthesis (ABS) scheme for choosing the best representation for several parameters. In particular, the parameters may be contained within an adaptive codebook or a fixed codebook, or both, and may further comprise gains for both. The ABS scheme

uses inverse prediction filters and perceptual weighting measures for selecting the best codebook entries.

FIG. 3 is a more detailed block diagram of the encoding system 12 illustrated in FIG. 2. One embodiment of the encoding system 12 includes a pre-processing module 34, a full-rate encoder 36, a half-rate encoder 38, a quarter-rate encoder 40 and an eighth-rate encoder 42 that may be connected as illustrated. The rate encoders 36, 38, 40 and 42 include an initial frame-processing module 44 and an excitation-processing module 54.

The speech signal 18 received by the encoding system 12 is processed on a frame level by the pre-processing module 34. The pre-processing module 34 is operable to provide initial processing of the speech signal 18. The initial processing can include filtering, signal enhancement, noise removal, amplification and other similar techniques capable of optimizing the speech signal 18 for subsequent encoding.

The full, half, quarter and eighth-rate encoders 36, 38, 40 and 42 are the encoding portion of the full, half, quarter and eighth-rate codecs 22, 24, 26 and 28, respectively. The initial frame-processing module 44 performs initial frame processing, speech parameter extraction and determines which of the rate encoders 36, 38, 40 and 42 will encode a particular frame. The initial frame-processing module 44 may be illustratively sub-divided into a plurality of initial frame processing modules, namely, an initial full frame processing module 46, an initial half frame-processing module 48, an initial quarter frame-processing module 50 and an initial eighth frame-processing module 52. The initial frame-processing module 44 performs common processing to determine a rate selection that activates one of the rate encoders 36, 38, 40 and 42.

In one embodiment, the rate selection is based on the characterization of the frame of the speech signal 18 and the Mode of the speech compression system 10. Activation of one of the rate encoders 36, 38, 40 and 42 correspondingly activates one of the initial frame-processing modules 46, 48, 50 and 52. A particular initial frame-processing module 46, 48, 50 or 52 is activated to encode aspects of the speech signal 18 that are common to the entire frame. The encoding by the initial frame-processing module 44 quantizes parameters of the speech signal 18 contained in a frame. The quantized parameters result in generation of a portion of the bitstream. The module may also make an initial classification as to whether a frame is Type 0 or Type 1, discussed below. The type classification and rate selection may be used to optimize the encoding by portions of the excitation-processing module 54 that correspond to the full and half-rate encoders 36, 38.

One embodiment of the excitation-processing module 54 may be sub-divided into a full-rate module 56, a half-rate module 58, a quarter-rate module 60, and an eighth-rate module 62. The modules 56, 58, 60 and 62 correspond to the encoders 36, 38, 40 and 42. The full and half-rate modules 56 and 58 of one embodiment both include a plurality of frame processing modules and a plurality of subframe processing modules that provide substantially different encoding as will be discussed.

The portion of the excitation processing module 54 for both the full and half-rate encoders 36 and 38 include type selector modules, first subframe processing modules, second subframe processing modules, first frame processing modules and second subframe processing modules. More specifically, the full-rate module 56 includes an F type selector module 68, an F0 subframe processing module 70, an F1 first frame-processing module 72, an F1 second

subframe processing module 74 and an F1 second frame-processing module 76. The term "F" indicates full-rate, "H" indicates half-rate, and "0" and "1" signify Type Zero and Type One, respectively. Similarly, the half-rate module 58 includes an H type selector module 78, an H0 subframe processing module 80, an H1 first frame-processing module 82, an H1 subframe processing module 84, and an H1 second frame-processing module 86.

The F and H type selector modules 68 and 78 direct the processing of the speech signals 18 to further optimize the encoding process based on the type classification. Classification as Type 1 indicates the frame contains a harmonic structure and a format structure that do not change rapidly, such as stationary voiced speech. All other frames may be classified as Type 0, for example, a harmonic structure and a format structure that changes rapidly, or the frame exhibits stationary unvoiced or noise-like characteristics. The bit allocation for frames classified as Type 0 may be consequently adjusted to better represent and account for this behavior.

Type Zero classification in the full rate module 56 activates the F0 first subframe processing module 70 to process the frame on a subframe basis. The F1 first frame-processing module 72, the F1 subframe processing module 74, and the F1 second frame-processing modules 76 combine to generate a portion of the bitstream when the frame being processed is classified as Type One. Type One classification involves both subframe and frame processing within the full rate module 56.

Similarly, for the half rate module 58, the H0 subframe-processing module 80 generates a portion of the bitstream on a sub-frame basis when the frame being processed is classified as Type Zero. Further, the H1 first frame-processing module 82, the H1 subframe processing module 84, and the H1 second frame-processing module 86 combine to generate a portion of the bitstream when the frame being processed is classified as Type One. As in the full rate module 56, the Type One classification involves both subframe and frame processing.

The quarter and eighth-rate modules 60 and 62 are part of the quarter and eighth-rate encoders 40 and 42, respectively, and do not include the type classification. The type classification is not included due to the nature of the frames that are processed. The quarter and eighth-rate modules 60 and 62 generate a portion of the bitstream on a subframe basis and a frame basis, respectively, when activated.

The rate modules 56, 58, 60 and 62 generate a portion of the bitstream that is assembled with a respective portion of the bitstream that is generated by the initial frame processing modules 46, 48, 50 and 52 to create a digital representation of a frame. For example, the portion of the bitstream generated by the initial full-rate frame-processing module 46 and the full-rate module 56 may be assembled to form the bitstream generated when the full-rate encoder 36 is activated to encode a frame. The bitstreams from each of the encoders 36, 38, 40 and 42 may be further assembled to form a bitstream representing a plurality of frames of the speech signal 18. The bitstream generated by the encoders 36, 38, 40 and 42 is decoded by the decoding system 16.

FIG. 4 is an expanded block diagram of the decoding system 16 illustrated in FIG. 2. One embodiment of the decoding system 16 includes a full-rate decoder 90, a half-rate decoder 92, a quarter-rate decoder 94, an eighth-rate decoder 96, a synthesis filter module 98 and a post-processing module 100. The full, half, quarter and eighth-rate decoders 90, 92, 94 and 96, the synthesis filter module

98 and the post-processing module 100 are the decoding portion of the full, half, quarter and eighth-rate codecs 22, 24, 26 and 28.

The decoders 90, 92, 94 and 96 receive the bitstream and decode the digital signal to reconstruct different parameters of the speech signal 18. The decoders 90, 92, 94 and 96 may be activated to decode each frame based on the rate selection. The rate selection may be provided from the encoding system 12 to the decoding system 16 by a separate information transmittal mechanism, such as a control channel in a wireless telecommunication system. Alternatively, the rate selection is included within the transmission of the encoded speech (since each frame is coded separately) or is transmitted from an external source.

The synthesis filter 98 and the post-processing module 100 are part of the decoding process for each of the decoders 90, 92, 94 and 96. Assembling the parameters of the speech signal 18 that are decoded by the decoders 90, 92, 94 and 96 using the synthesis filter 98, generates unfiltered synthesized speech. The unfiltered synthesized speech is passed through the post-processing module 100 to create the post-processed synthesized speech 20.

One embodiment of the full-rate decoder 90 includes an F type selector 102 and a plurality of excitation reconstruction modules. The excitation reconstruction modules comprise an F0 excitation reconstruction module 104 and an F1 excitation reconstruction module 106. In addition, the full-rate decoder 90 includes a linear prediction coefficient (LPC) reconstruction module 107. The LPC reconstruction module 107 comprises an F0 LPC reconstruction module 108 and an F1 LPC reconstruction module 110.

Similarly, one embodiment of the half-rate decoder 92 includes an H type selector 112 and a plurality of excitation reconstruction modules. The excitation reconstruction modules comprise an H0 excitation reconstruction module 114 and an H1 excitation reconstruction module 116. In addition, the half-rate decoder 92 comprises a linear prediction coefficient (LPC) reconstruction module that is an H LPC reconstruction module 118. Although similar in concept, the full and half-rate decoders 90 and 92 are designated to decode bitstreams from the corresponding full and half-rate encoders 36 and 38, respectively.

The F and H type selectors 102 and 112 selectively activate respective portions of the full and half-rate decoders 90 and 92 depending on the type classification. When the type classification is Type Zero, the F0 or H0 excitation reconstruction modules 104 or 114 are activated. Conversely, when the type classification is Type One, the F1 or H1 excitation reconstruction modules 106 or 116 are activated. The F0 or F1 LPC reconstruction modules 108 or 110 are activated by the Type Zero and Type One type classifications, respectively. The H LPC reconstruction module 118 is activated based solely on the rate selection.

The quarter-rate decoder 94 includes an excitation reconstruction module 120 and an LPC reconstruction module 122. Similarly, the eighth-rate decoder 96 includes an excitation reconstruction module 124 and an LPC reconstruction module 126. Both the respective excitation reconstruction modules 120 or 124 and the respective LPC reconstruction modules 122 or 126 are activated based solely on the rate selection, but other activating inputs may be provided.

Each of the excitation reconstruction modules is operable to provide the short-term excitation on a short-term excitation line 128 when activated. Similarly, each of the LPC reconstruction modules operate to generate the short-term prediction coefficients on a short-term prediction coefficients

line 130. The short-term excitation and the short-term prediction coefficients are provided to the synthesis filter 98. In addition, in one embodiment, the short-term prediction coefficients are provided to the post-processing module 100 as illustrated in FIG. 3.

The post-processing module 100 can include filtering, signal enhancement, noise modification, amplification, tilt correction and other similar techniques capable of increasing the perceptual quality of the synthesized speech. Decreasing audible noise may be accomplished by emphasizing the format structure of the synthesized speech or by suppressing only the noise in the frequency regions that are perceptually not relevant for the synthesized speech. Since audible noise becomes more noticeable at lower bit rates, one embodiment of the post-processing module 100 may be activated to provide post-processing of the synthesized speech differently depending on the rate selection. Another embodiment of the post-processing module 100 may be operable to provide different post-processing to different groups of the decoders 90, 92, 94 and 96 based on the rate selection.

During operation, the initial frame-processing module 44 illustrated in FIG. 3 analyzes the speech signal 18 to determine the rate selection and activate one of the codecs 22, 24, 26 or 28. If for example, the full-rate codec 22 is activated to process a frame based on the rate selection, the initial full-rate frame-processing module 46 determines the type classification for the frame and generates a portion of the bitstream. The full-rate module 56, based on the type classification, generates the remainder of the bitstream for the frame.

The bitstream may be received and decoded by the full-rate decoder 90 based on the rate selection. The full-rate decoder 90 decodes the bitstream utilizing the type classification that was determined during encoding. The synthesis filter 98 and the post-processing module 100 use the parameters decoded from the bitstream to generate the post-processed synthesized speech 20. The bitstream that is generated by each of the codecs 22, 24, 26, or 28 contains significantly different bit allocations to emphasize different parameters and/or characteristics of the speech signal 18 within a frame.

#### Fixed Codebook Structure

The fixed codebook structure allows the smooth functioning of the coding and decoding of speech in one embodiment. As is well known in the art and described above, the codecs further comprise adaptive and fixed codebooks that help in minimizing the short term and long term residuals. It has been found that certain codebook structures are desirable when coding and decoding speech in accordance with the invention. These structures concern mainly the fixed codebook structure, and in particular, a fixed codebook which comprises a plurality of subcodebooks. In one embodiment, a plurality of fixed subcodebooks is searched for a best subcodebook and then for a codevector within the subcodebook selected.

FIG. 5 is a block diagram depicting the structure of fixed codebooks and subcodebooks in one embodiment. The fixed codebook for the F0 codec comprises three (different) subcodebooks 161, 163 and 165, each of them having 5 pulses. The fixed codebook for the F1 codec is a single 8-pulse subcodebook 162. For the half-rate codec, the fixed codebook 178 comprises three subcodebooks for the H0, a 2-pulse subcodebook 192, a three-pulse subcodebook 194, and a third subcodebook 196 with Gaussian noise. In the H1 codec, the fixed codebook comprises a 2-pulse subcodebook

**193**, a 3-pulse subcodebook **195**, and a 5-pulse subcodebook **197**. In another embodiment, the H1 codec comprises only a 2-pulse subcodebook **193** and a 3-pulse subcodebook **195**.

#### Weighting Factors in Selecting a Fixed Subcodebook and a Codevector

Low-bit rate coding uses the important concept of perceptual weighting to determine speech coding. We introduce here a special weighting factor different from the factor previously described for the perceptual weighting filter in the closed-loop analysis. This special weighting factor is generated by employing certain features of speech, and applied as a criterion value in favoring a specific subcodebook in a codebook featuring a plurality of subcodebooks. One subcodebook may be preferred over the other subcodebooks for some specific speech signal, such as noise-like unvoiced speech. The features used to calculate the weighting factor, include, but are not limited to, the noise-to-signal ratio (NSR), sharpness of the speech, the pitch lag, the pitch correlation, as well as other features. The classification system for each frame of speech is also important in defining the features of the speech.

The NSR is a traditional distortion criterion that may be calculated as the ratio between an estimate of the background noise energy and the frame energy of a frame. One embodiment of the NSR calculation ensures that only true background noise is included in the ratio by using a modified voice activity decision. In addition, previously calculated parameters representing, for example, the spectrum expressed by the reflection coefficients, the pitch correlation  $R_p$ , the NSR, the energy of the frame, the energy of the previous frames, the residual sharpness and the weighted speech sharpness may also be used. Sharpness is defined as the ratio of the average of the absolute values of the samples to the maximum of the absolute values of the samples of speech. In addition, prior to the fixed-codebook search, a refined subframe search classification decision is obtained from the frame class decision and other speech parameters.

#### Pitch Correlation

One embodiment of the target signal for time warping is a synthesis of the current segment derived from the modified weighted speech that is represented by  $s_w^l(n)$  and the pitch track **348** represented by  $L_p(n)$ . According to the pitch track **348**,  $L_p(n)$ , each sample value of the target signal  $s_w^l(n)$ ,  $n=0, \dots, N_s-1$  may be obtained by interpolation of the modified weighted speech using a 21<sup>st</sup> order Hamming weighted Sinc window,

$$s_w^l(n) = \sum_{i=-10}^{10} w_s(f(L_p(n)), i) \cdot s_w'(n - I(L_p(n)) + i), \quad (\text{Equation 1})$$

where  $I(L_p(n))$  and  $f(L_p(n))$  are the integer and fractional parts of the pitch lag, respectively;  $w_s(f, i)$  is the Hamming weighted Sinc window, and  $N_s$  is the length of the segment. A weighted target,  $s_w^{wl}(n)$ , is given by  $s_w^{wl}(n) = w_c(n) \cdot s_w^l(n)$ . The weighting function,  $w_c(n)$ , may be a two-piece linear function, which emphasizes the pitch complex and de-emphasizes the "noise" in between pitch complexes. The weighting may be adapted according to a classification, by increasing the emphasis on the pitch complex for segments of higher periodicity.

#### Signal Warping

The modified weighted speech for the segment may be reconstructed according to the mapping given by

$$[s_w(n+\tau_{acc}), s_w(n+\tau_{acc}+\tau_c+\tau_{opt})] \rightarrow [s_w'(n), s_w'(n+\tau_c-1)], \quad (\text{Equation 2})$$

and

$$[s_w(n+\tau_{acc}+\tau_c+\tau_{opt}), s_w(n+\tau_{acc}+\tau_{opt}+N_s-1)] \rightarrow [s_w'(n+N_s-1)], \quad (\text{Equation 3})$$

where  $\tau_c$  is a parameter defining the warping function. In general,  $\tau_c$  specifies the beginning of the pitch complex. The mapping given by Equation 2 specifies a time warping, and the mapping given by Equation 3 specifies a time shift (no warping). Both may be carried out using a Hamming weighted Sinc window function.

#### Pitch Gain and Pitch Correlation Estimation

The pitch gain and pitch correlation may be estimated on a pitch cycle basis and are defined by Equations 2 and 3, respectively. The pitch gain is estimated in order to minimize the mean squared error between the target  $s_w'(n)$ , defined by Equation 1, and the final modified signal  $s_w^t(n)$ , defined by Equations 2 and 3, and may be given by

$$g_a = \frac{\sum_{n=0}^{N_s-1} s_w'(n) \cdot s_w^t(n)}{\sum_{n=0}^{N_s-1} s_w^t(n)^2}. \quad (\text{Equation 4})$$

The pitch gain is provided to the excitation-processing module **54** as the unquantized pitch gains. The pitch correlation may be given by

$$R_a = \frac{\sum_{n=0}^{N_s-1} s_w'(n) \cdot s_w^t(n)}{\sqrt{\left(\sum_{n=0}^{N_s-1} s_w'(n)^2\right) \cdot \left(\sum_{n=0}^{N_s-1} s_w^t(n)^2\right)}}. \quad (\text{Equation 5})$$

Both parameters are available on a pitch cycle basis and may be linearly interpolated.

#### Fixed Codebook Encoding for Type 0 Frames

FIG. 6 comprises **F0** and **H0** subframe processing modules **70** and **80**, including an adaptive codebook section **362**, a fixed codebook section **364**, and a gain quantization section **366**. The adaptive codebook section **368** receives a pitch track **348** useful in calculating an area in the adaptive codebook to search for an adaptive codebook vector  $v_a$  **382** (a lag). The adaptive codebook also performs a search to determine and store the best lag vector  $v_a$  for each subframe. An adaptive gain,  $g_a$  **384**, is also calculated in this portion of the speech system. The discussion here will focus on the fixed codebook section, and particularly on the fixed subcodebooks contained therein. FIG. 6 depicts the fixed codebook section **364**, including a fixed codebook **390**, a multiplier **392**, a synthesis filter **394**, a perceptual weighting filter **396**, a subtractor **398**, and a minimization module **400**. The search for the fixed codebook contribution by the fixed codebook section **364** is similar to the search within the adaptive codebook section **362**. Gain quantization section **366** may include a 2D VQ gain codebook **412**, a first multiplier **414** and a second multiplier **416**, adder **418**, synthesis filter **420**, perceptual weighting filter **422**, subtractor **424** and a minimization module **426**. Gain quantization section makes use of the second resynthesized speech **406** generated in the fixed codebook section, and also generates a third resynthesized speech **438**.

A fixed codebook vector ( $v_c$ ) 402 representing the long-term residual for a subframe is provided from the fixed codebook 390. The multiplier 392 multiplies the fixed codebook vector ( $v_c$ ) 402 by a gain ( $g_c$ ) 404. The gain ( $g_c$ ) 404 is unquantized and is a representation of the initial value of the fixed codebook gain that may be calculated as later described. The resulting signal is provided to the synthesis filter 394. The synthesis filter 394 receives the quantized LPC coefficients  $A_q(z)$  342 and together with the perceptual weighting filter 396, creates a resynthesized speech signal 406. The subtractor 398 subtracts the resynthesized speech signal 406 from a long-term error signal 388 to generate a fixed codebook error signal 408.

The minimization module 400 receives the fixed codebook error signal 408 that represents the error in quantizing the long-term residual by the fixed codebook 390. The minimization module 400 uses the fixed codebook error signal 408 and in particular the energy of the fixed codebook error signal 408, which is called the weighted mean square error (WMSE), to control the selection of vectors for the fixed codebook vector ( $v_c$ ) 402 from the fixed codebook 292 in order to reduce the error. The minimization module 400 also receives the control information 356 that may include a final characterization for each frame.

The final characterization class contained in the control information 356 controls how the minimization module 400 selects vectors for the fixed codebook vector ( $v_c$ ) 402 from the fixed codebook 390. The process repeats until the search by the second minimization module 400 has selected the best vector for the fixed codebook vector ( $v_c$ ) 402 from the fixed codebook 390 for each subframe. The best vector for the fixed codebook vector ( $v_c$ ) 402 minimizes the error in the second resynthesized speech signal 406 with respect to the long-term error signal 388. The indices identify the best vector for the fixed codebook vector ( $v_c$ ) 402 and, as previously discussed, may be used to form the fixed codebook components 146a and 178a.

Type 0 Fixed Codebook Search for the Full-Rate Codec The fixed codebook component 146a for frames of Type 0 classification may represent each of four subframes of the full-rate codec 22 using the three different 5-pulse subcodebooks 160. When the search is initiated, vectors for the fixed codebook vector ( $v_c$ ) 402 within the fixed codebook 390 may be determined using the error signal 388 represented by:

$$t'(n) = t(n) - g_a \cdot (e(n - L_p^{opt}) * h(n)). \quad (\text{Equation 6})$$

where  $t'(n)$  is a target for a fixed codebook search,  $t(n)$  is an original target signal,  $g_a$  is an adaptive codebook gain,  $e(n)$  is a past excitation to generate an adaptive codebook contribution,  $L_p^{opt}$  is an optimized lag, and  $h(n)$  is an impulse response of a perceptually weighted LPC synthesis filter.

Pitch enhancement may be applied to the 5-pulse subcodebooks 161, 163, 165 within the fixed codebook 390 in the forward direction or the backward direction during the search. The search is an iterative, controlled complexity search for the best vector from the fixed codebook. An initial value for fixed codebook gain represented by the gain ( $g_c$ ) 404 may be found simultaneously with the search.

FIGS. 7 and 8 illustrate the procedure used to search for the best indices in the fixed codebook. In one embodiment, a fixed codebook has  $k$  subcodebooks. More or fewer subcodebooks may be used in other embodiments. In order to simplify the description of the iterative search procedure, the following example first features a single subcodebook

containing  $N$  pulses. The possible location of a pulse is defined by a plurality of positions on a track. In a first searching turn, the encoder processing circuitry searches the pulse positions sequentially from the first pulse 633 ( $P_N=1$ ) to the next pulse 635, until the last pulse 637 ( $P_N=N$ ). For each pulse after the first, the searching of the current pulse position is conducted by considering the influence from previously-located pulses. The influence is the desirable minimizing of the energy of the fixed subcodebook error signal 408. In a second searching turn, the encoder processing circuitry corrects each pulse position sequentially, again from the first pulse 639 to the last pulse 641, by considering the influence of all the other pulses. In subsequent turns, the functionality of the second or subsequent searching turn is repeated, until the last turn is reached 643. Further turns may be utilized if the added complexity is allowed. This procedure is followed until  $k$  turns are completed 645 and a value is calculated for the subcodebook.

FIG. 8 is a flow chart for the method described in FIG. 7 to be used for searching a fixed codebook comprising a plurality of subcodebooks. A first turn is begun 651 by searching a first subcodebook 653, and searching the other subcodebooks 655, in the same manner described for FIG. 7, and keeping the best result 657, until the last subcodebook is searched 659. If desired, a second turn 661 or subsequent turn 663 may also be used, in an iterative fashion. In some embodiments, to minimize complexity and shorten the search, one of the subcodebooks in the fixed codebook is typically chosen after finishing the first searching turn. Further searching turns are done only with the chosen subcodebook. In other embodiments, one of the subcodebooks might be chosen only after the second searching turn or thereafter, should processing resources so permit. Computations of minimum complexity are desirable, especially since two or three times as many pulses are calculated, rather than one pulse before enhancements described herein are added.

In an example embodiment, the search for the best vector for the fixed codebook vector ( $v_c$ ) 402 is completed in each of the three 5-pulse codebooks 160. At the conclusion of the search process within each of the three 5-pulse codebooks 160, candidate best vectors for the fixed codebook vector ( $v_c$ ) 402 have been identified. Selection of which of the candidate best vectors from which of the 5-pulse codebooks 160 will be used may be determined minimizing the corresponding fixed codebook error signal 408 for each of the three best vectors. For purposes of this discussion, the corresponding fixed codebook error signal 408 for each of the three candidate subcodebooks will be referred to as first, second, and third fixed subcodebook error signals.

The minimization of the weighted mean square errors (WMSE) from the first, second and third fixed codebook error signals is mathematically equivalent to maximizing a criterion value which may be first modified by multiplying a weighting factor in order to favor selecting one specific subcodebook. Within the full-rate codec 22 for frames classified as Type Zero, the criterion value from the first, second and third fixed codebook error signals may be weighted by the subframe-based weighting measures. The weighting factor may be estimated by using a sharpness measure of the residual signal, a voice-activity detection module, a noise-to-signal ratio (NSR), and a normalized pitch correlation. Other embodiments may use other weighting factor measures. Based on the weighting and on the maximal criterion value, one of the three 5-pulse fixed codebooks 160, and the best candidate vector in that subcodebook, may be selected.



The selected 5-pulse codebook **161**, **163** or **165** may then be fine searched for a final decision of the best vector for the fixed codebook vector ( $v_c$ ) **402**. The fine search is performed on the vectors in the selected 5-pulse codebook **160** with the best candidate vector chosen as initial starting vector. The indices that identify the best vector (maximal criterion value) from the fixed codebook vector are in the bitstream to be transmitted to the decoder.

In one embodiment, the fixed-codebook excitation for the 4-subframe full-rate coder is represented by 22 bits per subframe. These bits may represent several possible pulse distributions, signs and locations. The fixed-codebook excitation for the half-rate, 2-subframe coder is represented by 15 bits per subframe, also with pulse distributions, signs, and locations, as well as possible random excitation. Thus, 88 bits are used for fixed excitation in the full-rate coder, and 30 bits are used for the fixed excitation in the half-rate coder. In one embodiment, a number of different subcodebooks as depicted in FIG. 5 comprises the fixed codebook. A search routine is used, and only the best matched vector from one subcodebook is selected for further processing.

The fixed codebook excitation is represented with 22 bits for each of the four subframes of the full-rate codec for frames of type 0(F0). As shown in FIG. 5, the fixed codebook for type 0, full rate codebook **160** has three subcodebooks. A first codebook **161** has 5 pulses and  $2^{21}$  entries. The second codebooks **163** also has 5 pulses and  $2^{20}$  entries, while the third fixed subcodebook **165** uses 5 pulses and has  $2^{20}$  entries. The distribution of the pulse locations is different in each of the subcodebooks. One bit is used to distinguish between the first codebook or either the second or the third codebook, and another bit is used to distinguish between the second and the third codebook.

The first subcodebook of the F0 codec has a 21 bit structure (along with the 22nd bit to distinguish which subcodebook), in which this 5-pulse codebook uses 4 bits (16 positions) per track for each of three tracks, and 3 bits for each of 2 tracks, so that 21 bits represent the pulse locations (three bits for signs, and 3 tracks $\times$ 4 bits+2 tracks $\times$ 3 bits=18 bits). An example of a 5-pulse, 21 bit fixed subcodebook coding method, for each subframe is as follows:

Pulse 1: {0, 5, 10, 15, 20, 25, 30, 35, 2, 7, 12, 17, 22, 27, 32, 37}

Pulse 2: {1, 6, 11, 16, 21, 26, 31, 36, 3, 8, 13, 18, 23, 28, 33, 38}

Pulse 3: {4, 9, 14, 19, 24, 29, 34, 39}

Pulse 4: {1, 6, 11, 16, 21, 26, 31, 36, 3, 8, 13, 18, 23, 28, 33, 38}

Pulse 5: {4, 9, 14, 19, 24, 29, 34, 39},

where the numbers represent the location inside the subframe.

Note that two of the tracks are "3-bit" with 8 non-zero positions, while the other three are "4-bit" with 16 positions. Note that the track for the 2<sup>nd</sup> pulse is the same as the track for the 4<sup>th</sup> pulse, and that the track for the 3<sup>rd</sup> pulse is the same as the track for the 5<sup>th</sup> pulse. However, the location of the 2<sup>nd</sup> pulse is not necessarily the same as the location of the 4<sup>th</sup> pulse and the location of the 3<sup>rd</sup> pulse is not necessarily the same as the location of the 5<sup>th</sup> pulse. For example, the 2<sup>nd</sup> pulse can be at the location 16, while the 4<sup>th</sup> pulse can be at the location 28. Since there are 16 possible locations for Pulse 1, Pulse 2, and Pulse 4, each is represented with 4 bits. Since there are 8 possible locations for Pulse 3 and Pulse 5, each is represented with 3 bits. One bit is used to represent the sign of Pulse 1; 1 bit is used to represent the combined sign of Pulse 2 and Pulse 4; and 1 bit

is used to represent the combined sign of Pulse 3 and Pulse 5. The combined sign uses the redundancy of the information in the pulse locations. For example, placing Pulse 2 at location 11 and Pulse 4 at location 36 is the same as placing Pulse 2 at location 36 and placing Pulse 4 at location 11. This redundancy is equivalent to 1 bit, and therefore two distinct signs are transmitted with a single bit for Pulse 2 and Pulse 4, as well as for Pulse 3 and Pulse 5. The overall bit stream for this codebook comprises 1+1+1+4+4+3+4+3=21 bits. This fixed subcodebook structure is depicted in FIG. 10.

One structure for second five-pulse subcodebook **163**, this one with  $2^{20}$  entries, may be represented as a matrix in five tracks. 20 bits is sufficient to represent the 5-pulse subcodebook, with three bits (8 positions per track) required for each position,  $5\times 3=15$  bits, and 5 bits for the signs. (As noted above, the other 2 bits indicate which of the three subcodebooks are used, for a total of 22 bits per subframe.)

Pulse 1: {0, 1, 2, 3, 4, 6, 8, 10}

Pulse 2: {5, 9, 13, 16, 19, 22, 25, 27}

Pulse 3: {7, 11, 15, 18, 21, 24, 28, 32}

Pulse 4: {12, 14, 17, 20, 23, 26, 30, 34}

Pulse 5: {29, 31, 33, 35, 36, 37, 38, 39},

where the numbers represent the location inside the subframe. Since each track has 8 possible locations, the location for each pulse is transmitted using 3 bits for each pulse. One bit is used to indicate the sign of each pulse. Therefore, the overall bit stream for this codebook comprises of 1+3+1+3+1+3+1+3+1+3=20 bits. This structure is illustrated in FIG. 11.

The structure for the third five-pulse subcodebook **165** of the fixed codebook in the same 20-bit environment is

Pulse 1: {0, 1, 2, 3, 4, 5, 6, 7}

Pulse 2: {8, 9, 10, 11, 12, 13, 14, 15}

Pulse 3: {16, 17, 18, 19, 20, 21, 22, 23}

Pulse 4: {24, 25, 26, 27, 28, 29, 30, 31}

Pulse 5: {32, 33, 34, 35, 36, 37, 38, 39},

where the numbers represent the location inside the subframe. Since each track has 8 possible locations, the location for each pulse can be transmitted using 3 bits for each pulse. One bit is used for to indicate the sign of each pulse. Therefore, the overall bit stream for this codebook comprises 1+3+1+3+1+3+1+3+1+3=20 bits. This structure is illustrated in FIG. 12.

In the F0 codec, each search turn results in a candidate vector from each subcodebook, and a corresponding criterion value, which is a function of the weighted mean squared error, resulting from using that selected candidate vector. Note that the criterion value is such that maximization of the criterion value results in minimization of the weighted mean squared error (WMSE). The first subcodebook is searched first, using a first turn (sequentially adding the pulses) and a second turn (another refinement of the pulse locations). The second subcodebook is then searched using only a first turn. If the criterion value from that second subcodebook is larger than the criterion value from the first sub-codebook, the second sub-codebook is temporarily selected, and if not, the first sub-codebook is temporarily selected. The criterion value of the temporarily selected sub-codebook is then modified, using a pitch correlation, the refined subframe class decision, the residual sharpness, and the NSR. Then the third subcodebook is searched using a first turn followed by a second turn. If the criterion value from the search of the third sub-codebook is larger than the modified criterion value of the temporarily selected subcodebook, the third subcodebook is selected as the final sub-codebook, if not,

the temporarily selected subcodebook (first or second) is the final subcodebook. The modification of the criterion value helps to select the third subcodebook (which is more suitable for the representation of noise) even if the criterion value of the third sub-codebook is slightly smaller than the criterion value of the first or the second sub-codebook.

The final subcodebook is further searched using a third turn if the first or the third subcodebook was selected as the final subcodebook, or a second turn if the second subcodebook was selected as the final subcodebook, to select the best pulse locations in the final sub-codebook.

#### Type 0 Fixed Codebook for the Half-Rate Codec

The fixed codebook excitation for the half rate codec of Type 0 uses 15 bits for each of the two subframes of the half-rate codec for frames. The codebook has three subcodebooks, where two are pulse codebooks and the third is a Gaussian codebook. The type 0 frames use 3 codebooks for each of the two subframes. The first codebook **192** has 2 pulses, the second codebook **194** has 3 pulses, and the third code book **196** comprises random excitation, predetermined using the Gaussian distribution (Gaussian codebook). The initial target for the fixed codebook gain represented by the gain ( $g_c$ ) **404** may be determined similarly to the full-rate codec **22**. In addition, the search for the fixed codebook vector ( $v_c$ ) **402** within the fixed codebook **390** may be weighted similarly to the full-rate codec **22**. In the half-rate codec **24**, the weighting may be applied to the best vector from each of the pulse codebooks **192**, **194** as well as the Gaussian codebook **196**. The weighting is applied to determine the most suitable fixed codebook vector ( $v_c$ ) **402** from a perceptual point of view.

In addition, the weighting of the weighted mean squared error in the half-rate codec **24** may be further enhanced to emphasize the perceptual point of view. Further enhancement may be accomplished by including additional parameters in the weighting. The additional factors may be the closed loop pitch lag and the normalized adaptive codebook correlation. Other characteristics may provide further enhancement to the perceptual quality of the speech.

The selected codebook, the pulse locations and the pulse signs for the pulse codebook or the Gaussian excitation for the Gaussian codebook are encoded in 15 bits for each subframe of 80 samples. The first bit in the bit stream indicates which codebook is used. If the first bit is set to '1' the first codebook is used, and if the first bit is set to '0', either the second codebook or the third codebook is used. If the first bit is set to '1', all the remaining 14 bits are used to describe the pulse locations and signs for the first codebook. If the first bit is set to '0', the second bit indicates whether the second codebook is used or the third codebook is used. If the second bit is set to '1', the second codebook is used, and if the second bit is set to '0', the third codebook is used. The remaining 13 bits are used to describe the pulse locations and signs for the second codebook or the Gaussian excitation for the third codebook.

The tracks for the 2-pulse subcodebook have 80 positions, and are given by

Pulse 1: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79

Pulse 2: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30,

31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79

Since  $\log_2(80)=6.322$ . . . , less than 6.5, the location for both pulses can be combined and coded using  $2 \times 6.5=13$  bits. The first index is multiplied by 80, and the second index is added to the result. This results in a combined index number that is smaller than  $2^{13}=8192$ , and can be represented by 13 bits. At the decoder, the first index is obtained by integer division of the combined index number by 80, and the second index is obtained by the remainder of the division of the combined index number by 80. Since the tracks for the two pulses overlap, only 1 bit represents both signs. Therefore, the overall bit stream for this codebook comprise  $1+13=14$  bits. This structure is depicted in FIG. **13**.

For the 3-pulse subcodebook, the location of each pulse is restricted to special tracks, which are generated by the combination of a general location (defined by the starting point) of the group of three pulses, and the individual relative displacement of each of the three pulses from the general location. The general location (called "phase") is defined by 4 bits, and the relative displacement for each pulse is defined by 2 bits per pulse. Three additional bits define the signs for the three pulses. The phase (the starting point of placing the 3 pulses) and the relative location of the pulses are given by:

Phase 1: {0, 4, 8, 12, 16, 20, 24, 28, 33, 38, 43, 48, 53, 58, 63, 68}.

Pulse 1: 0, 3, 6, 9

Pulse 2: 1, 4, 7, 10

Pulse 3: 2, 5, 8, 11.

The following example illustrates how the phase is combined with the relative location. For the phase index 7, the phase is 28 (the 8<sup>th</sup> location, since indices start from 0). Then the first pulse can be only at the locations 28, 31, 34, or 37, the second pulse can be only at the locations 29, 32, 35, or 38, and the third pulse can be only at the locations 30, 33, 36, or 39. The overall bit stream for the codebook comprises  $1+2+1+2+1+2+4=13$  bits, in the sequence of Pulse 1 relative sign and location, Pulse 2 relative sign and location, Pulse 3 relative sign and location, phase location. This 3-pulse fixed subcodebook structure is depicted in FIG. **14**.

In another embodiment, for the second subcodebook with 3 pulses, the location of each pulse for frames of Type 0 is limited to special tracks. The position of the first pulse is coded with a fixed track and the positions of the remaining two pulses are coded with dynamic tracks which are relative to the selected position of the first pulse. The fixed track for the first pulse and the relative tracks for the other two tracks are defined as follows:

Pulse 1: 0, 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75.

Pulse 2:  $Pos_1-7$ ,  $Pos_1-5$ ,  $Pos_1-3$ ,  $Pos_1-1$ ,  $Pos_1+1$ ,  $Pos_1+3$ ,  $Pos_1+5$ ,  $Pos_1+7$ .

Pulse 3:  $Pos_1-6$ ,  $Pos_1-4$ ,  $Pos_1-2$ ,  $Pos_1$ ,  $Pos_1+2$ ,  $Pos_1+4$ ,  $Pos_1+6$ ,  $Pos_1+8$ .

Of course, the dynamic track must be limited on the subframe range. The total number of bits for this second subcodebook is  $13 \text{ bits}=4 \text{ (pulse 1)}+3 \text{ (pulse 2)}+3 \text{ (pulse 3)}+3 \text{ (signs)}$ .

The Gaussian codebook is searched last using a fast search routine based on two orthogonal basis vectors. A weighted mean square error (WMSE) from the three codebooks is perceptually weighted for the final selection of codebook and the codebook indices. For the half-rate codec,

type 0, there are two subframes, and 15 bits are used to characterize each subframe. The Gaussian codebook uses a table of predetermined random numbers, generated from the Gaussian distribution. The table contains 32 vectors of 40 random numbers in each vector. The subframe is filled with 80 samples by using two vectors, the first vector filling the even number locations, and the second vector filling the odd number locations. Each vector is multiplied by a sign that is represented by 1 bit.

45 random vectors are generated from the 32 vectors that are stored. The first 32 random vectors are identical to the 32 stored vectors. The last 13 random vectors are generated from the 13 first stored vectors in the table, where each vector is cyclically shifted to the left. The left-cyclic shift is accomplished by moving the second random number in each vector to the first position in the vector, the third random number is shifted to the second position, and so on. To complete the left-cyclic shift, the first random number is placed at the end of the vector. Since  $\log_2(45)=5.492\dots$  is less than 5.5, the indices of both random vectors may be combined and coded using  $2 \times 5.5 = 11$  bits. The first index is multiplied by 45, and added to the second index. This result is a combined index number that is smaller than  $2^{11}=2048$ , and can be represented by 11 bits. The Gaussian codebook may thus generate and use many more vectors than are contained within the codebook itself.

At the decoder, the first index is obtained by integer division of the combined index number by 45, and the second index is obtained by the remainder of the division of the combined index number by 45. The signs of the two vectors are also encoded, in order. Therefore, the overall bit stream for this codebook comprises of  $1+1+11=13$  bits. The Gaussian fixed subcodebook structure is shown in FIG. 15.

For the H0 codec, the first subcodebook is searched first, using a first turn (sequentially adding the pulses) and a second turn (another refinement of the pulse locations). The criterion value of the first subcodebook is then modified using a pitch lag and a pitch correlation. The second subcodebook is then searched in two steps. At the first step, a location that represents a possible center is found. Then the three pulse locations around that center are searched and determined. If the criterion value from that second subcodebook is larger than the modified criterion value from the first sub-codebook, the second sub-codebook is temporarily selected, and if not, the first sub-codebook is temporarily selected. The criterion value of the temporarily selected sub-codebook is further modified, using the refined sub-frame class decision, the pitch correlation, the residual sharpness, the pitch lag and the NSR. Then the Gaussian sub-codebook is searched. If the criterion value from the search of the Gaussian sub-codebook is larger than the modified criterion value of the temporarily selected sub-codebook, the Gaussian subcodebook is selected as the final sub-codebook. If not, the temporarily selected subcodebook (first or second) is the final sub-codebook. The modification of the criterion value helps to select the Gaussian subcodebook (which is more suitable for the representation of noise) even if the criterion value of the Gaussian subcodebook is slightly smaller than the modified criterion value of the first subcodebook or the criterion value of the second subcodebook. The selected vector in the final sub-codebook is used without further refined search.

In another embodiment, a subcodebook is used that is neither Gaussian nor pulse type. This subcodebook may be constructed by a population method other than a Gaussian method, where at least 20% of the locations within the subcodebook are non-zero locations. Any method of construction may be used besides the Gaussian method.

### Fixed Codebook Encoding for Type 1 Frames

Referring now to FIG. 9, the F1 and H1 first frame processing modules 72 and 82 include a 3D/4D open loop VQ module 454. The F1 and H1 sub-frame processing modules 74 and 84 include the adaptive codebook 368, the fixed codebook 390, a first multiplier 456, a second multiplier 458, a first synthesis filter 460 and a second synthesis filter 462. In addition, the F1 and H1 sub-frame processing modules 74 and 84 include a first perceptual weighting filter 464, a second perceptual weighting filter 466, a first subtractor 468, a second subtractor 470, a first minimization module 472 and an energy adjustment module 474. The F1 and H1 second frame processing modules 76 and 86 include a third multiplier 476, a fourth multiplier 478, an adder 480, a third synthesis filter 482, a third perceptual weighting filter 484, a third subtractor 486, a buffering module 488, a second minimization module 490 and a 3D/4D VQ gain codebook 492.

The processing of frames classified as Type One within the excitation-processing module 54 provides processing on both a frame basis and a sub-frame basis. For purposes of brevity, the following discussion will refer to the modules within the full rate codec 22. The modules in the half rate codec 24 may be considered to function similarly unless otherwise noted. Quantization of the adaptive codebook gain by the F1 first frame-processing module 72 generates the adaptive gain component 148b. The F1 subframe processing module 74 and the F1 second frame processing module 76 operate to determine the fixed codebook vector and the corresponding fixed codebook gain, respectively as previously set forth. The F1 subframe-processing module 74 uses the track tables, as previously discussed, to generate the fixed codebook component 146b as illustrated in FIG. 6.

The F1 second frame processing module 76 quantizes the fixed codebook gain to generate the fixed gain component 150b. In one embodiment, the full-rate codec 22 uses 10 bits for the quantization of 4 fixed codebook gains, and the half-rate codec 24 uses 8 bits for the quantization of the 3 fixed codebook gains. The quantization may be performed using a moving average prediction. In general, before the prediction and the quantization are performed, the prediction states are converted to a suitable dimension.

In the full-rate codec, the Type One fixed codebook gain component 150b is generated by representing the fixed-codebook gains with a plurality of fixed codebook energies in units of decibels (dB). The fixed codebook energies are quantized to generate a plurality of quantized fixed codebook energies, which are then translated to create a plurality of quantized fixed-codebook gains. In addition, the fixed codebook energies are predicted from the quantized fixed codebook energy errors of the previous frame to generate a plurality of predicted fixed codebook energies. The difference between the predicted fixed codebook energies and the fixed codebook energies is a plurality of prediction fixed codebook energy errors. Different prediction coefficients are used for each subframe. The predicted fixed codebook energies of the first, the second, the third, and the fourth subframe are predicted from the 4 quantized fixed codebook energy errors of the previous frame using, respectively, the set of coefficients  $\{0.7, 0.6, 0.4, 0.2\}$ ,  $\{0.4, 0.2, 0.1, 0.05\}$ ,  $\{0.3, 0.2, 0.075, 0.025\}$ , and  $\{0.2, 0.075, 0.025, 0.0\}$ .

#### First Frame Processing Module

The 3D/4D open loop VQ module 454 receives the unquantized pitch gains 352 from a pitch pre-processing module (not shown). The unquantized pitch gains 352 represent the adaptive codebook gain for the open loop pitch

lag. The 3D/4D open loop VQ module **454** quantizes the unquantized pitch gains **352** to generate a quantized pitch gain ( $g^k_a$ ) **496** representing the best quantized pitch gains for each subframe where k is the number of subframes. In one embodiment, there are four subframes for the full-rate codec **22** and three subframes for the half-rate codec **24** which correspond to four quantized gains ( $g^1_a, g^2_a, g^3_a$ , and  $g^4_a$ ) and three quantized gains ( $g^1_a, g^2_a$ , and  $g^3_a$ ) of each subframe, respectively. The index location of the quantized pitch gain ( $g^k_a$ ) **496** within the pre gain quantization table represents the adaptive gain component **148b** for the full-rate codec **22** or the adaptive gain component **180b** for the half-rate codec **24**. The quantized pitch gain ( $g^k_a$ ) **496** is provided to the F1 second subframe-processing module **74** or the H1 second subframe-processing module **84**.

#### Sub-Frame Processing Module

The F1 or H1 subframe-processing module **74** or **84** uses the pitch track **348** to identify an adaptive codebook vector ( $v^k_a$ ) **498**. The adaptive codebook vector ( $v^k_a$ ) **498** represents the adaptive codebook for each subframe where k is the subframe number. In one embodiment, there are four subframes for the full-rate codec **22** and three subframes for the half-rate codec **24** which correspond to four vectors ( $v^1_a, v^2_a, v^3_a$ , and  $v^4_a$ ) and three vectors ( $v^1_a, v^2_a$ , and  $v^3_a$ ) for the adaptive codebook contribution for each subframe, respectively.

The adaptive codebook vector ( $v^k_a$ ) **498** and the quantized pitch gain ( $g^k_a$ ) **496** are multiplied by a first multiplier **456**. The first multiplier **456** generates a signal that is processed by the first synthesis filter **460** and the first perceptual weighting filter module **464** to provide a first resynthesized speech signal **500**. The first synthesis filter **460** receives the quantized LPC coefficients  $A_q(z)$  **342** from an ILSF quantization module (not shown) as part of the processing the first subtractor **468** subtracts the first resynthesized speech signal **500** from the modified weighted speech **350** provided by a pitch pre-processing module (not shown) to generate a long-term error signal **502**.

The F1 or H1 subframe-processing module **74** or **84** also performs a search for the fixed codebook contribution that is similar to that performed by the F0 and H0 subframe-processing modules **70** and **80** previously discussed. Vectors for a fixed codebook vector ( $v^k_c$ ) **504** that represents the long-term error for a subframe are selected from the fixed codebook **390** during the search. The second multiplier **458** multiplies the fixed codebook vector ( $v^k_c$ ) **504** by a gain ( $g^k_c$ ) **506** where k equals the subframe number. The gain ( $g^k_c$ ) **506** is unquantized and represents the fixed codebook gain for each subframe. The resulting signal is processed by the second synthesis filter **462** and the second perceptual weighting filter **466** to generate a second resynthesized speech signal **508**. The second resynthesized speech signal **508** is subtracted from the long-term error signal **502** by the second subtractor **470** to produce a fixed codebook error signal **510**.

The fixed codebook error signal **510** is received by the first minimization module **472** along with the control information **356**. The first minimization module **472** operates in the same manner as the previously discussed second minimization module **400** illustrated in FIG. 6. The search process repeats until the first minimization module **472** has selected the best vector for the fixed codebook vector ( $v^k_c$ ) **504** from the fixed codebook **390** for each subframe. The best vector for the fixed codebook vector ( $v^k_c$ ) **504** minimizes the energy of the fixed codebook error signal **510**. The indices identify the best vector for the fixed codebook vector ( $v^k_c$ ) **504**, as previously discussed, and form the fixed codebook component **146b**, **178b**.

#### Type 1 Fixed Codebook Search for Full-Rate Codec

In one embodiment, the 8-pulse codebook **162**, illustrated in FIG. 4, is used for each of the four subframes for frames of type 1 by the full-rate codec **22**. The target for the fixed codebook vector ( $v^k_c$ ) **504** is the long-term error signal **502**. The long-term error signal **502**, represented by  $t(n)$ , is determined based on the modified weighted speech **350**, represented by  $t(n)$ , with the adaptive codebook contribution from the initial frame processing module **44** removed according to:

$$t'(n) = t(n) - g_a \cdot (v_a(n) * h(n)). \quad (\text{Equation 7})$$

where

$$v_a(n) = \sum_{i=-10}^{10} w_s(f(L_p(n)), I) \cdot e(n - I(L_p(n)) + I)$$

and where  $t'(n)$  is the target for a fixed codebook search,  $t(n)$  is a target signal,  $g_a$  is an adaptive codebook gain,  $h(n)$  is an impulse response of a perceptually weighted synthesis filter,  $e(n)$  is past excitation,  $I(L_p(n))$  is the integer part of a pitch lag and  $f(L_p(n))$  is a fractional part of a pitch lag, and  $w_s(f, i)$  is a Hamming weighted Sinc window.

A single codebook of 8 pulses with  $2^{30}$  entries is used for each of the four subframes for frames of type 1 coding by the full-rate codec. In this example, there are 6 tracks with 8 possible locations for each track (3 bits each) and two tracks with 16 possible locations for each track (4 bits each). 4 bits are used for signs. 30 bits are provided for each subframe of type-1 full rate codec processing. The location where each of the pulses can be placed in the 40-sample subframe is limited to tracks. The tracks for the 8 pulses are given by:

Pulse 1: {0, 5, 10, 15, 20, 25, 30, 35, 2, 7, 12, 17, 22, 27, 32, 37}

Pulse 2: {1, 6, 11, 16, 21, 26, 31, 36}

Pulse 3: {3, 8, 13, 18, 23, 28, 33, 38}

Pulse 4: {4, 9, 14, 19, 24, 29, 34, 39}

Pulse 5: {0, 5, 10, 15, 20, 25, 30, 35, 2, 7, 12, 17, 22, 27, 32, 37}

Pulse 6: {1, 6, 11, 16, 21, 26, 31, 36}

Pulse 7: {3, 8, 13, 18, 23, 28, 33, 38}

Pulse 8: {4, 9, 14, 19, 24, 29, 34, 39}.

The track for the 1<sup>st</sup> pulse is the same as the track for the 5<sup>th</sup> pulse, the track for the 2<sup>nd</sup> pulse is the same as the track for the 6<sup>th</sup> pulse, the track for the 3<sup>rd</sup> pulse is the same as the track for the 7<sup>th</sup> pulse, and the track for the 4<sup>th</sup> pulse is the same as the track for the 8<sup>th</sup> pulse. Similar to the discussion for the first subcodebook for the type 0 frames, the selected pulse locations are usually not the same. Since there are 16 possible locations for Pulse 1 and Pulse 5, each is represented with 4 bits. Since there are 8 possible locations for Pulse 2 through Pulse 8, each is represented with 3 bits. One bit is used to represent the combined sign of the Pulse 1 and Pulse 5 (Pulse 1 and Pulse 5 have the same absolute magnitude and their selected locations can be exchanged). 1 bit is used to represent the combined sign of Pulse 2 and Pulse 6, 1 bit is used to represent the combined sign of Pulse 3 and Pulse 7, and 1 bit to represent the combined sign of Pulse 4 and Pulse 8. The combined sign uses the redundancy of the information in the pulse locations. Therefore, the overall bit stream for this codebook comprises of 1+1+1+1+4+3+3+3+4+3+3+3=30 bits. This subcode structure is illustrated in FIG. 16.

## Type 1 Fixed Codebook Search for Half-Rate Codec

In one embodiment, the long-term error is represented with 13 bits for each of the three subframes for frames classified as Type One for the half-rate codec **24**. The long-term error signal may be determined in a similar manner to the fixed codebook search in the full-rate codec **22**. Similar to the fixed-codebook search for the half-rate codec **24** for frames of Type Zero, high-frequency noise injection, additional pulses determined by high correlation in the previous subframe, and a weak short-term spectral filter may be introduced into the impulse response of the second synthesis filter **462**. In addition, pitch enhancement may be also introduced into the impulse response of the second synthesis filter **462**.

In the half-rate Type One codec, adaptive and fixed codebook gain components **180b** and **182b** may also be generated similarly to the full-rate codec **22** using multi-dimensional vector quantizers. In one embodiment, a three-dimensional pre vector quantizer (3D preVQ) and a three-dimensional delayed vector quantizer (3D delayed VQ) are used for the adaptive and fixed gain components **180b**, **182b**, respectively. Each multi-dimensional gain table in one embodiment comprises 3 elements for each subframe of a frame classified as Type One. Similar to the full-rate codec, the pre-vector quantizer for the adaptive gain component **180b** quantizes directly the adaptive gains, and similarly the delayed vector quantizer for the fixed gain component **182b** quantizes the fixed codebook energy prediction error. Different prediction coefficients are used to predict the fixed codebook energy for each subframe. The predicted fixed codebook energies of the first, the second, and the third subframe are predicted from the 3 quantized fixed codebook energy errors of the previous frame using, respectively, the set of coefficients  $\{0.6, 0.3, 0.1\}$ ,  $\{0.4, 0.25, 0.1\}$ , and  $\{0.3, 0.15, 0.075\}$ .

In one embodiment, the **H1** codec uses two subcodebooks and in another embodiment, uses three subcodebooks. The first two subcodebooks are the same in either embodiment. The fixed codebook excitation is represented with 13 bits for each of the three subframes for frames of type 1 by the half-rate codec. The first codebook has 2 pulses, the second codebook has 3 pulses, and a third codebook has 5 pulses. The codebook, the pulse locations, and the pulse signs are encoded with 13 bits for each subframe. The size of the first two subframes is 53 samples, and the size of the last subframe is 54 samples. The first bit in the bit stream indicates whether the first codebook (12 bits) is used, or whether the second or third subcodebook (each 11 bits) is used. If the first bit is set to '1' the first codebook is used, if the first bit is set to '0', either the second codebook or the third codebook is used. If the first bit is set to '1', all the remaining 12 bits are used to describe the pulse locations and signs for the first codebook. If the first bit is set to '0', the second bit indicates if the second codebook is used, or the third codebook is used. If the second bit is set to '1', the second codebook is used, and if the second bit is set to '0', the third codebook is used. In either case, the remaining 11 bits are used to describe the pulse locations and signs for the second codebook or the third codebook. If there is no third subcodebook, the second bit is always set to "1".

For the 2-pulse subcodebook **193** (from FIG. 5) of  $2^{12}$  entries, each pulse is restricted to a track where 5 bits specify the position in the track and 1 bit specifies the sign of the pulse. The tracks for the 2 pulses are given by

Pulse 1:  $\{0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, 14, 16, 18, 20, 22, 24, 26, 28, 30, 32, 34, 36, 38, 40, 42, 44, 46, 48, 50, 52\}$

Pulse 2:  $\{1, 3, 5, 7, 9, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 25, 27, 29, 31, 33, 35, 37, 39, 41, 43, 45, 47, 49, 51\}$ .

Since the number of locations is 32, each pulse may be encoded using 5 bits. Two bits define the sign for each bit. Therefore, the overall bit stream for this codebook comprises of  $1+5+1+5=12$  bits (Pulse 1 sign, Pulse location, Pulse 2 sign, Pulse 2 location). This structure is shown in FIG. 17.

For the second subcodebook, the 3-pulse subcodebook **195** (from FIG. 5) of  $2^{12}$  entries, the location of each of the three pulses in the 3-pulse codebook for frames of type 1 is limited to special tracks. The combination of a phase and the individual relative displacement for each of the three pulses generate the tracks. The phase is defined by 3 bits, and the relative displacement for each pulse is defined by 2 bits per phase. The phase (the starting point for placing the 3 pulses) and the relative location of the pulses are given by:

Phase: 0, 5, 11, 17, 23, 29, 35, 41.

Pulse 1: 0, 3, 6, 9

Pulse 2: 1, 4, 7, 10

Pulse 3: 2, 5, 8, 11.

The first subcodebook is fully searched followed by a full search of the second subcodebook. The subcodebook and the vector that result in the maximum criterion value are selected. The overall bit stream for this second codebook comprises  $3(\text{phase})+2(\text{pulse 1})+2(\text{pulse 2})+2(\text{pulse 3})+3(\text{sign bits})=12$  bits, where the three pulses and their sign bits precede the phase location of 4 bits. FIG. 18 illustrates this subcodebook structure.

In another embodiment, we split the above second subcodebook again into two subcodebooks. That is, both the second subcodebook and the third subcodebook have  $2^{11}$  entries, respectively. Now, for the second subcodebook with 3 pulses, the location of each pulse for frames of Type 1 is limited to special tracks. The position of the first pulse is coded with a fixed track and the positions of the remaining two pulses are coded with dynamic tracks, which are relative to the selected position of the first pulse. The fixed track for the first pulse and the relative tracks for the other two tracks are defined as follows:

Pulse 1: 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, 39, 42, 45, 48.

Pulse 2:  $\text{Pos}_1-3, \text{Pos}_1-1, \text{Pos}_1+1, \text{Pos}_1+3$

Pulse 3:  $\text{Pos}_1-2, \text{Pos}_1, \text{Pos}_1+2, \text{Pos}_1+4$

Of course, the dynamic tracks must be limited on the subframe range.

The third subcodebook comprises 5 pulses, each confined to a fixed track, and each pulse has a unique sign. The tracks for the 5 pulses are:

Pulse 1: 0, 15, 30, 45

Pulse 2: 0, 5

Pulse 3: 10, 20

Pulse 4: 25, 35

Pulse 5: 40, 50.

The overall bit stream for this third subcodebook comprises 11 bits,  $=2(\text{pulse 1})+1(\text{pulse 2})+1(\text{pulse 3})+1(\text{pulse 4})+1(\text{pulse 5})+5(\text{signs})$ . This structure is shown in FIG. 19.

In one embodiment, a full search is performed for the 2-pulse subcodebook **193** the 3-pulse subcodebook **195**, and the 5-pulse subcodebook **197** as illustrated in FIG. 5. In other embodiments, the fast search approach previously described can be also used. The pulse codebook and the best vector for the fixed codebook vector ( $v^k$ ) **504** that minimizes the fixed codebook error signal **510** are selected for

the representation of the long term residual for each sub-frame. In addition, an initial fixed codebook gain represented by the gain ( $g^k_c$ ) 506 may be determined during the search similar to the full-rate codec 22. The indices identify the best vector for the fixed codebook vector ( $v^k_c$ ) 504 and form the fixed codebook component 178b.

#### DECODING SYSTEM

Referring now to FIG. 20, a functional block diagram represents the full and half-rate decoders 90 and 92 of FIG. 3. The full or half-rate decoders 90 or 92 include the excitation reconstruction modules 104, 106, 114 and 116 and the linear prediction coefficient (LPC) reconstruction modules 107 and 118. One embodiment of the excitation reconstruction modules 104, 106, 114 and 116 include the adaptive codebook 368, the fixed codebook 390, the 2D VQ gain codebook 412, the 3D/4D open loop VQ codebook 454 and the 3D/4D VQ gain codebook 492. The excitation reconstruction modules 104, 106, 114 and 116 also include a first multiplier 530, a second multiplier 532 and an adder 534. In one embodiment, the LPC reconstruction modules 107 and 118 include an LSF decoding module 536 and an LSF conversion module 538. In addition, the half-rate codec 24 includes the predictor switch module 336 and the full-rate codec 22 includes the interpolation module 338.

The decoders 90, 92, 94 and 96 receive the bitstream as shown in FIG. 4, and decode the signal to reconstruct different parameters of the speech signal 18. The decoders decode each frame as a function of the rate selection and classification. The rate selection is provided from the encoding system to the decoding system 16 by an external signal in a control channel in a wireless telecommunication system.

Also illustrated in FIG. 20 are the synthesis filter module 98 and the post-processing module 100. In one embodiment, the post-processing module 100 includes a short-term filter module 540, a long-term filter module 542, a tilt compensation filter module 544 and an adaptive gain control module 546. According to the rate selection, the bit-stream may be decoded to generate post-processed synthesized speech 20. The decoders 90 and 92 perform inverse mapping of the components of the bit-stream to algorithm parameters. The inverse mapping may be followed by a type classification dependent synthesis within the full and half-rate codecs 22 and 24.

The decoding for the quarter-rate codec 26 and the eighth-rate codec 28 are similar to the full and half-rate codecs 22 and 24. However, the quarter and eighth-rate codecs 26 and 28 use vectors of similar yet random numbers and the energy gain, as previously discussed, instead of the adaptive and the fixed codebooks 368 and 390 and associated gains. The random numbers and the energy gain may be used to reconstruct an excitation energy that represents the short-term excitation of a frame. The LPC reconstruction modules 122 and 126 are also similar to the full and half-rate codec 22 and 24 with the exception of the predictor switch module 336 and the interpolation module 338.

Within the full and half rate decoders 90 and 92, operation of the excitation reconstruction modules 104, 106, 114 and 116 is largely dependent on the type classification provided by the type component 142 and 174. The adaptive codebook 368 receives the pitch track 348. The pitch track 348 is reconstructed by the decoding system 16 from the adaptive codebook components 144 and 176 provided in the bit-stream by the encoding system 12. Depending on the type classification provided by the type components 142 and 174, the adaptive codebook 368 provides a quantized adaptive codebook vector ( $v^k_a$ ) 550 to the multiplier 530. The multiplier 530 multiplies the quantized adaptive codebook vec-

tor ( $v^k_a$ ) 550 with a gain vector ( $g^k_a$ ) 552. The selection of the gain vector ( $g^k_a$ ) 552 also depends on the type classification provided by the type components 142 and 174.

In an example embodiment, if the frame is classified as Type Zero in the full rate codec 22, the 2D VQ gain codebook 412 provides the adaptive codebook gain ( $g^k_a$ ) 552 to the multiplier 530. The adaptive codebook gain ( $g^k_a$ ) 552 is determined from the adaptive and fixed codebook gain components 148a and 150a. The adaptive codebook gain ( $g^k_a$ ) 552 is the same as part of the best vector for the quantized gain vector ( $\hat{g}_{ac}$ ) 433 determined by the gain and quantization section 366 of the F0 sub-frame processing module 70 as previously discussed. The quantized adaptive codebook vector ( $v^k_a$ ) 550 is determined from the closed loop adaptive codebook component 144b. Similarly, the quantized adaptive codebook vector ( $v^k_a$ ) 550 is the same as the best vector for the adaptive codebook vector ( $v_a$ ) 382 determined by the F0 sub-frame processing module 70.

The 2D VQ gain codebook 412 is two-dimensional and provides the adaptive codebook gain ( $g^k_a$ ) 552 to the multiplier 530 and a fixed codebook gain ( $g^k_c$ ) 554 to the multiplier 532. The fixed codebook gain ( $g^k_c$ ) 554 is similarly determined from the adaptive and fixed codebook gain components 148a and 150a and is part of the best vector for the quantized gain vector ( $\hat{g}_{ac}$ ) 433. Also based on the type classification, the fixed codebook 390 provides a quantized fixed codebook vector ( $v^k_c$ ) 556 to the multiplier 532. The quantized fixed codebook vector ( $v^k_c$ ) 556 is reconstructed from the codebook identification, the pulse locations, and the pulse signs, or the Gaussian codebook for the half-rate codec, provided by the fixed codebook component 146a. The quantized fixed codebook vector ( $v^k_c$ ) 556 is the same as the best vector for the fixed codebook vector ( $v_c$ ) 402 determined by the F0 sub-frame processing module 70 as previously discussed. The multiplier 532 multiplies the quantized fixed codebook vector ( $v^k_c$ ) 556 by the fixed codebook gain ( $g^k_c$ ) 554.

If the type classification of the frame is Type One, a multi-dimensional vector quantizer provides the adaptive codebook gain ( $g^k_a$ ) 552 to the multiplier 530. Where the number of dimensions in the multi-dimensional vector quantizer is dependent on the number of subframes. In one embodiment, the multi-dimensional vector quantizer may be the 3D/4D open loop VQ 454. Similarly, a multi-dimensional vector quantizer provides the fixed codebook gain ( $g^k_c$ ) 554 to the multiplier 532. The adaptive codebook gain ( $g^k_a$ ) 552 and the fixed codebook gain ( $g^k_c$ ) 554 are provided by the gain components 147 and 179 and are the same as the quantized pitch gain ( $g^k_a$ ) 496 and the quantized fixed codebook gain ( $\hat{g}^k_c$ ) 513, respectively.

In frames classified as Type Zero or Type One, the output from the first multiplier 530 is received by the adder 534 and is added to the output from the second multiplier 532. The output from the adder 534 is the short-term excitation. The short-term excitation is provided to the synthesis filter module 98 on the short-term excitation line 128.

The generation of the short-term (LPC) prediction coefficients in the decoders 90 and 92 are similar to the processing in the encoding system 12. The LSF decoding module 536 reconstructs the quantized LSFs from the LSF components 140 and 172. The LSF decoding module 536 uses the same LSF quantization table and LSF predictor coefficients tables used by the encoding system 12. For the half-rate codec 24, the predictor switch module 336 selects one of the sets of predictor coefficients, to calculate the predicted LSFs as directed by the LSF components 140 and 172. Interpolation of the quantized LSFs occurs using the

same linear interpolation path used in the encoding system **12**. For the full-rate codec **22** for frames classified as Type Zero, the interpolation module **338**, selects the one of the same interpolation paths used in the encoding system **12** as directed by the LSF components **140** and **172**. The weighting of the quantized LSFs is followed by conversion to the quantized LPC coefficients  $A_q(z)$  **342** within the LSF conversion module **538**. The quantized LPC coefficients  $A_q(z)$  **342** are the short-term prediction coefficients that are supplied to the synthesis filter **98** on the short-term prediction coefficients line **130**.

The quantized LPC coefficients  $A_q(z)$  **342** may be used by the synthesis filter **98** to filter the short-term prediction coefficients. The synthesis filter **98** is a short-term inverse prediction filter that generates synthesized speech that is not post-processed. The non-post-processed synthesized speech may then be passed through the post-processing module **100**. The short-term prediction coefficients may also be provided to the post-processing module **100**.

The long term filter module **542** performs a fine tuning search for the pitch period in the synthesized speech. In one embodiment, the fine tuning search is performed using pitch correlation and rate-dependent gain controlled harmonic filtering. The harmonic filtering is disabled for the quarter-rate codec **26** and the eighth-rate codec **28**. The post filtering is concluded with an adaptive gain control module **546**. The adaptive gain control module **546** brings the energy level of the synthesized speech that has been processed within the post-processing module **100** to the level of the unfiltered synthesized speech. Some level smoothing and adaptations may also be performed within the adaptive gain control module **546**. The result of the filtering by the post-processing module **100** is the synthesized speech **20**.

#### Embodiments

One implementation of an embodiment of the speech compression system **10** may be in a Digital Signal Processing (DSP) chip. The DSP chip may be programmed with source code. The source code may be first translated into fixed point, and then translated into the programming language that is specific to the DSP. The translated source code may then be downloaded into the DSP and run therein.

FIG. **21** is a block diagram of a speech coding system **700** with according to one embodiment that uses pitch gain, a fixed subcodebook and at least one additional factor for encoding. The speech coding system **700** includes a first communication device **705** operatively connected via a communication medium **710** to a second communication device **715**. The speech coding system **700** may be any cellular telephone, radio frequency, or other telecommunication system capable of encoding a speech signal **745** and decoding the encoded signal to create synthesized speech **750**. The communications devices **705**, **715** may be cellular telephones, portable radio transceivers, and the like.

The communications medium **710** may include systems using any transmission mechanism, including radio waves, infrared, landlines, fiber optics, any other medium capable of transmitting digital signals (wires or cables), or any combination thereof. The communications medium **710** may also include a storage mechanism including a memory device, a storage medium, or other device capable of storing and retrieving digital signals. In use, the communications medium **710** transmits a bitstream of digital between the first and second communications devices **705**, **715**.

The first communication device **705** includes an analog-to-digital converter **720**, a preprocessor **725**, and an encoder **730** connected as shown. The first communication device **705** may have an antenna or other communication medium interface (not shown) for sending and receiving digital signals with the communication medium **710**. The first communication device **705** may also have other components known in the art for any communication device, such as a decoder or a digital-to-analog converter.

The second communication device **715** includes a decoder **735** and digital-to-analog converter **740** connected as shown. Although not shown, the second communication device **715** may have one or more of a synthesis filter, a post-processor, and other components. The second communication device **715** also may have an antenna or other communication medium interface (not shown) for sending and receiving digital signals with the communication medium. The preprocessor **725**, encoder **730**, and decoder **735** comprise processors, digital signal processors (DSPs) application specific integrated circuits, or other digital devices for implementing the coding and algorithms discussed herein. The preprocessor **725** and encoder **730** may comprise separate components or the same component.

In use, the analog-to-digital converter **720** receives a speech signal **745** from a microphone (not shown) or other signal input device. The speech signal may be voiced speech, music, or another analog signal. The analog-to-digital converter **720** digitizes the speech signal, providing the digitized speech signal to the preprocessor **725**. The preprocessor **725** passes the digitized signal through a high-pass filter (not shown) preferably with a cutoff frequency of about 60–80 Hz. The preprocessor **725** may perform other processes to improve the digitized signal for encoding, such as noise suppression. The encoder **730** codes the speech using a pitch lag, a fixed codebook, a fixed codebook gain, LPC parameters, and other parameters. The code is transmitted in the communication medium **710**.

The decoder **735** receives the bitstream from the communication medium **710**. The decoder operates to decode the bitstream and generate a synthesized speech signal **750** in the form of a digitized signal. The synthesized speech signal **750** is converted to an analog signal by the digital-to-analog converter **740**. The encoder **730** and the decoder **735** use a speech compression system, commonly called a codec, to reduce-the bit rate of the noise-suppressed digitized speech signal. For example, the code excited linear prediction (CELP) coding technique utilizes several prediction techniques to remove redundancy from the speech signal.

While an embodiment of the invention comprises the specific modes mentioned above, the invention is not limited to this embodiment. Thus, a mode may be selected from among more than 3 modes or less than 3 modes. For instance, another embodiment may select from among 5 modes, Mode **0**, Mode **1** and Mode **2**, as well as Mode **3** and Mode Half-Rate Max. Still another embodiment of the invention may encompass a mode of no transmission, when the transmission circuits are being used at their full capacity. While preferably implemented in the context of a G.729 standard, other embodiments and implementations may be encompassed by this invention.

While various embodiments of the invention have been described, it will be apparent to those of ordinary skill in the art that many more embodiments and implementations are possible that are within the scope of this invention. Accordingly, the invention is not to be restricted except in light of the attached claims and their equivalents.

What is claimed is:

1. A speech coding system comprising:
  - speech processing circuitry disposed to receive a speech waveform;
  - where the speech processing circuitry comprises a codebook having a plurality of subcodebooks with at least two different subcodebooks,
  - where each subcodebook comprises a plurality of pulse locations for generation of at least one codevector in response to the speech waveform, and
  - where the plurality of subcodebooks comprises a random subcodebook having random pulse locations, where at least 20% of the random pulse locations are non-zero.
2. The speech coding system according to claim 1, where the plurality of subcodebooks comprises at least one of a pulse subcodebook and a noise subcodebook.
3. The speech coding system according to claim 1, where the at least one codevector is one of pulse and noise.
4. A speech coding system comprising:
  - speech processing circuitry disposed to receive a speech waveform;
  - where the speech processing circuitry comprises a codebook having a plurality of subcodebooks with at least two different subcodebooks,
  - where each subcodebook comprises a plurality of pulse locations for generation of at least one codevector in response to the speech waveform,
  - where the plurality of pulse locations comprises at least one track, and where the at least one codevector comprises at least one pulse selected from the at least one track,
  - where the at least one pulse comprises a first pulse and a second pulse,
  - where the at least one track comprises a first track and a second track, and
  - where the first pulse is selected from the first track and the second pulse is selected from the second track.
5. The speech coding system according to claim 4, where the at least one pulse further comprises a third pulse, where the at least one track further comprises a third track, and where the third pulse is selected from the third track.
6. The speech coding system according to claim 5, where at least one pulse location of the third-track is different than at least one pulse location of at least one of the first track and the second track.
7. A speech coding system comprising:
  - speech processing circuitry disposed to receive a speech waveform;
  - where the speech processing circuitry comprises a codebook having a plurality of subcodebooks with at least two different subcodebooks,
  - where each subcodebook comprises a plurality of pulse locations for generation of at least one codevector in response to the speech waveform, and
  - where the plurality of subcodebooks comprises:
    - a first subcodebook to provide a first codevector comprising a first pulse and a second pulse;
    - a second subcodebook to provide a second codevector comprising a third pulse, a fourth pulse, and a fifth pulse; and
    - a third subcodebook to provide a third codevector comprising a sixth pulse, a seventh pulse, an eighth pulse, a ninth pulse, and a tenth pulse.

8. The speech coding system of claim 7,
  - where the first subcodebook comprises a first track and a second track, where the first pulse is selected from the first track and the second pulse is selected from the second track;
  - where the second subcodebook comprises a third track, a fourth track, and a fifth track, where the third pulse is selected from the third track, the fourth pulse is selected from the fourth track, and the fifth pulse is selected from the fifth track; and
  - where the third subcodebook comprises a sixth track, a seventh track, an eighth track, a ninth track, and a tenth track, where the sixth pulse is selected from the sixth track, the seventh pulse is selected from the seventh track, the eighth pulse is selected from the eighth track, the ninth pulse is selected from the ninth track, and the tenth pulse is selected from the tenth track.
9. The speech coding system of claim 8,
  - where the first track comprises pulse locations 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, 14, 16, 18, 20, 22, 24, 26, 28, 30, 32, 34, 36, 38, 40, 42, 44, 46, 48, 50, 52;
  - where the second track comprises pulse locations 1, 3, 5, 7, 9, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 25, 27, 29, 31, 33, 35, 37, 39, 41, 43, 45, 47, 49, 51;
  - where the third track comprises pulse locations 3, 6, 9, 12, 15, 18, 21, 24, 27, 30, 33, 36, 39, 42, 45, 48;
  - where the fourth track comprises pulse locations  $Pos_1-2$ ,  $Pos_1$ ,  $Pos_1+2$ ,  $Pos_1+4$ ;
  - where the fifth track comprises pulse locations  $Pos_1-3$ ,  $Pos_1-1$ ,  $Pos_1+1$ ,  $Pos_1+3$ ;
  - where the sixth track comprises pulse locations 0, 15, 30, 45;
  - where the seventh track comprises pulse locations 0, 5;
  - where the eighth track comprises pulse locations 10, 20;
  - where the ninth track comprises pulse locations 25, 35; and
  - where the tenth track comprises pulse locations 40, 50,
  - where the fourth and fifth tracks are dynamic, relative to  $Pos_1$  which is a determined position of the third pulse and limited within a subframe.
10. The speech coding system of claim 8, where the pulse candidate locations of the fourth track, and the fifth track respectively have a relative displacement from a determined location of the third pulse.
11. The speech coding system of claim 10, where the relative displacement comprises 2 bits and the location for the third pulse comprises 4 bits.
12. The speech coding system of claim 11, where the location of the third pulse comprises 3, 6, 8, 12, 15, 18, 21, 24, 27, 30, 33, 36, 38, 42, 45, 48.
13. A speech coding system comprising:
  - speech processing circuitry disposed to receive a speech waveform;
  - where the speech processing circuitry comprises a codebook having a plurality of subcodebooks with at least two different subcodebooks,
  - where each subcodebook comprises a plurality of pulse locations for generation of at least one codevector in response to the speech waveform, and



where the plurality of subcodebooks further comprises:  
 a first subcodebook to provide a first codevector comprising a first pulse and a second pulse; and  
 a second subcodebook to provide a second codevector comprising a third pulse, a fourth pulse, and a fifth pulse.

**14.** The speech coding system of claim **13**,

where the first subcodebook comprises a first track and a second track, where the first pulse is selected from the first track and the second pulse is selected from the second track; and

where the second subcodebook comprises a third track, a fourth track, and a fifth track, where the third pulse is selected from the third track, the fourth pulse is selected from the fourth track, and the fifth pulse is selected from the fifth track.

**15.** The speech coding system of claim **14**,

where the first track comprises pulse locations

0, 1, 2, 3, 4, 5, 6, 7, 8, 8, 10, 11, 12, 13, 14, 15, 16, 17, 18, 18, 20, 21, 22, 23, 24, 25, 26, 27, 28, 28, 30, 31, 32, 33, 34, 35, 36, 37, 38, 38, 40, 41, 42, 43, 44, 45, 46, 47, 48, 48, 50, 51, 52, 53, 54, 55, 56, 57, 58, 58, 60, 61, 62, 63, 64, 65, 66, 67, 68, 68, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79;

where the second track comprises pulse locations

0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 18, 20, 21, 22, 23, 24, 25, 26, 27, 28, 28, 30, 31, 32, 33, 34, 35, 36, 37, 38, 38, 40, 41, 42, 43, 44, 45, 46, 47, 48, 48, 50, 51, 52, 53, 54, 55, 56, 57, 58, 58, 60, 61, 62, 63, 64, 65, 66, 67, 68, 68, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79;

where the third track comprises pulse locations

0, 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75;

where the fourth track comprises pulse locations

$Pos_1-8$ ,  $Pos_1-6$ ,  $Pos_1-4$ ,  $Pos_1-2$ ,  $Pos_1+2$ ,  $Pos_1+4$ ,  $Pos_1+6$ ,  $Pos_1+8$ ;

and where the fifth track comprises pulse locations

$Pos_1-7$ ,  $Pos_1-5$ ,  $Pos_1-3$ ,  $Pos_1-1$ ,  $Pos_1+1$ ,  $Pos_1+3$ ,  $Pos_1+5$ ,  $Pos_1+7$ ,

where the fourth and fifth tracks are dynamic, relative to  $Pos_1$ , which is a determined position of the third pulse and limited within a subframe.

**16.** The speech coding system of claim **14**, where the pulse locations of the fourth track and the fifth track each have a relative displacement from a determined location of the third pulse.

**17.** The speech coding system of claim **16**, where the relative displacement comprises 3 bits and the determined location of the third pulse comprises 4 bits.

**18.** The speech coding system of claim **17**, where the determined location comprises 0, 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60, 65, 70, 75.

**19.** The speech coding system of claim **1**, where the speech processing circuitry uses a criterion value to select one of subcodebooks to provide one of the codevectors.

**20.** The speech coding system of claim **19**, where the criterion value is responsive to an adaptive weighting factor.

**21.** The speech coding system of claim **20**, where the adaptive weighting factor is calculated from at least one of a pitch correlation, a residual sharpness, a noise-to-signal ratio, and a pitch lag.

**22.** The speech coding system of claim **1**, where the speech processing circuitry comprises at least one of an encoder and a decoder.

**23.** The speech coding system of claim **1**, where the speech processing circuitry comprises at least one digital signal processor (DSP) chip.

**24.** A method of searching for a codevector in a speech coding system having at least one of a pulse codebook and a pulse subcodebook, the codevector responsive to a speech waveform and having at least two pulses, the method comprising:

conducting a first search turn for a candidate codevector;  
 calculating a first criterion value in response to a location, a sign and a magnitude for each pulse resulting from said conducting the first search turn;

conducting at least one additional search turn for at least one additional candidate codevector;

calculating at least one additional criterion value in response to a location, a sign, and a magnitude of each pulse resulting from the at least one additional search turn; and

selecting the codevector in response to the first criterion value and the at least one additional criterion value.

**25.** The method of searching for a codevector according to claim **24**, where the first search turn comprises:

selecting a first pulse;

calculating a criterion value for the first pulse;

selecting a subsequent pulse;

fixing previous pulses for a period of time; and

iterating the criterion value during each pulse selection, from the first pulse to a last pulse.

**26.** The method of searching for a codevector according to claim **24**, where the at least one additional search turn further comprises:

selecting a first pulse;

fixing previous determined pulses for a first period of time;

calculating a criterion value for the pulses;

selecting a subsequent pulse;

fixing subsequent determined pulses for a second period of time; and

calculating the criterion value iteratively during each pulse selection.

**27.** The method of searching for a codevector according to claim **26**, further comprising:

repeating the at least one additional search turn until a last search turn is reached, where each subsequent search turn yields a lower criterion value than a previous search turn.

**28.** The method of searching for a codevector according to claim **24**, where the codebook comprises a plurality of subcodebooks with at least two different subcodebooks.

**29.** The method of searching for a codevector according to claim **28**, where each subcodebook provides one candidate codevector and a corresponding signal error for selecting a subcodebook, and where further searching is done within the selected subcodebook.

**30.** The method of searching for a codevector according to claim **29**, where one candidate codevector and the corresponding signal error for each pulse subcodebook are determined from the first search, and where further searching is done within the selected subcodebook with additional searches.

**31.** The method of searching for a codevector according to claim **29**, further comprising:

determining the signal errors for different subcodebooks in response to criterion values;

applying an adaptive weighting factor to the criterion value, where the criterion value is responsive to the adaptive weighting factor; and

comparing the criterion values to select a subcodebook.

**32.** The method of searching for a codevector according to claim **31**, further comprising calculating the adaptive weighting factor from at least one of a pitch correlation, a residual sharpness, a noise-to-signal ratio, and a pitch lag.

**33.** The method of searching for a codevector according to claim **28**, where the plurality of subcodebooks comprises at least one of a pulse subcodebook, a noise subcodebook, and a Gaussian subcodebook.

**34.** The method of searching for a codevector according to claim **33**, where the plurality of subcodebooks comprises at least one of a 2-pulse subcodebook, a 3-pulse subcodebook, and a 5-pulse subcodebook.

**35.** A method of searching for a codevector in a speech coding system having at least one pulse codebook or pulse subcodebook with a plurality of codevectors, each codevector having at least three pulses, where each pulse has a location, sign, and magnitude, and where different combinations of the pulses are different codevectors, the method comprising;

jointly selecting locations, signs and magnitudes of a first two pulses ( $P_1, P_2$ );

jointly selecting locations, signs and magnitudes of a next two pulses ( $P_i, P_{i+1}$ ); until

jointly selecting locations, signs and magnitudes of a last two pulses ( $P_{N-1}, P_N$ );

selecting a combination of the pulses as a candidate codevector; and

sequentially searching in at least two search turns from a first pair of pulses to a last pair of pulses, where a next search turn yields a smaller error signal than a previous search turn.

**36.** The method of searching for a codevector according to claim **35**, where the plurality of subcodebooks comprises at least one of a pulse subcodebook, a noise subcodebook, and a Gaussian subcodebook.

**37.** The method of searching for a codevector according to claim **36**, where the plurality of subcodebooks comprises at least one of a 2-pulse subcodebook, a 3-pulse subcodebook, and a 5-pulse subcodebook.

**38.** The method of searching for a codevector according to claim **35**, where the first search turn comprises:

jointly selecting a first pair of pulses in response to a speech waveform, where the first pair of pulses has a first signal error in relation to the speech waveform;

jointly selecting a next pair of pulses in response to the speech waveform and in response to temporally determined previous pulses, where the pulses from the first pulse to the current pulse have a next signal error in relation to the speech waveform, where the next signal error is less than or equal to the first signal error;

jointly selecting a last pair of pulses in response to the speech waveform and in response to temporally determined previous pulses, where the last pair of pulses has a signal error in relation to the speech waveform less than or equal to a signal error of temporally determined previous pulses; and

providing the pulses as the candidate codevector from the search turn.

**39.** The method of searching for a codevector according to claim **35**, where the next search turn comprises:

jointly selecting a first pair of pulses in response to a speech waveform and in response to other temporally determined pulses from one of the first and previous turns, where the pulses have a first signal error for the next search turn in relation to the speech waveform;

jointly selecting a next pair of pulses in response to the speech waveform and in response to other temporally determined pulses from the previous turn and the next turn, where the next pair of pulses has a signal error in relation to the speech waveform less than or equal to the previous signal error;

jointly selecting a last pair of pulses in response to the speech waveform in response to other temporally determined pulses from the previous turn and the next turn, where the last pair of pulses have a signal error in relation to the speech waveform less than or equal to the previous signal errors; and

providing the pulses as a candidate codevector from the next search turn.

**40.** The method of searching for a codevector according to claim **39**, where the pair of pulses for the next searching turn is different from the pair of pulses from the previous searching turn.

**41.** The method of searching for a codevector according to claim **39**, where the next searching turn is repeated, lowering an error signal until a last turn is reached.

**42.** The method of searching for a codevector according to claim **35**, where the codebook comprises a plurality of subcodebooks with at least two different subcodebooks.

**43.** The method of searching for a codevector according to claim **42**, where each subcodebook provides one candidate codevector and a corresponding signal error for selecting a subcodebook, and where further searching is done within the selected subcodebook.

**44.** The method of searching for a codevector according to claim **43**, where one candidate codevector and the corresponding signal error for each pulse subcodebook are determined from the first search, and where further searching is done within the selected subcodebook with additional searches.

**45.** The method of searching for a codevector according to claim **43**, further comprising:

determining the signal errors for different subcodebooks through criterion values;

applying an adaptive weighting factor to at least one criterion value; and

comparing the criterion values to select a subcodebook.

**46.** The method of searching for a codevector according to claim **45**, further comprising calculating the adaptive weighting factor from at least one of a pitch correlation, a residual sharpness, a noise-to-signal ratio, and a pitch lag.